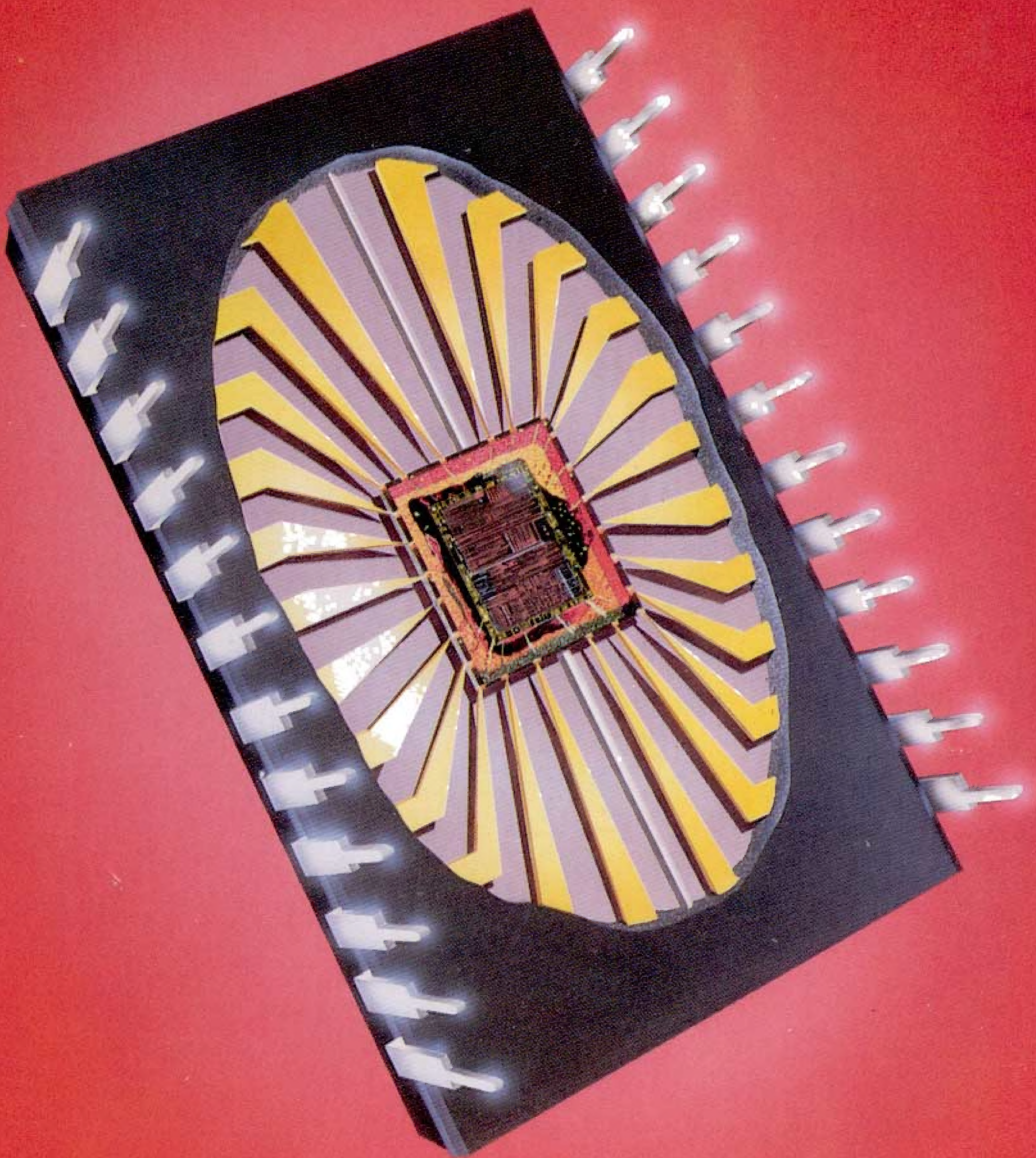


LEVEL II ROOMS



BY MARK D. GOODWIN

LEVEL II ROMs

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BY MARK D. GOODWIN



TAB BOOKS Inc.

BLUE RIDGE SUMMIT, PA. 17214

To my princess and our wonderful family.

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***Type:**

EDTASM—Requires the Radio Shack EDTASM. To load use the EDTASM's L command.

BASIC—To load use the CLOAD command.

Introduction

Ever since the TRS-80 Model I microcomputer was introduced to the computer world, there has been an astonishing interest in Z-80 assembly language programming. This great interest has led to much curiosity about the inner workings of the Level II BASIC ROMs. Programmers realized early on that there are many useful routines in the ROMs, and knowledge of these routines could greatly simplify the development of highly complex assembly language programs.

Although there have been many magazine articles and books written about the inner workings of the Level II BASIC ROMs, none of this information really presents the subject in a way that is useful to the Z-80 assembly language programmer. In writing this book I hope that I have solved this problem. Not only does this book present line-by-line comments for the Level II BASIC interpreter, it goes further by explaining how the powerful ROM routines can be put to practical use.

In addition to explaining the many useful ROM routines, the book presents many methods for interfacing machine language subroutines with Level II BASIC. It goes even further by explaining how commands can be added to the Level II BASIC interpreter and how existing Level II BASIC commands can be greatly enhanced. There is something in this book for anybody who has ever had an interest in learning more about the Level II BASIC ROMs. In closing, I hope you will have as much fun exploring the Level II BASIC ROMs as I have had writing about them.

Chapter 1

The Level II ROM Routines

The Z-80 microprocessor supports 8-bit and 16-bit addition and subtraction, but this is not a sufficient amount of precision for most program applications. Although it is possible to write routines to achieve higher precision, these routines are quite difficult to write and would require an extensive amount of program development time. So why not put the Level II math routines to work? After all, is there any sense in reinventing the wheel?

Level II BASIC supports three different types of numbers: integers, single precision numbers, and double precision numbers. This chapter deals with how these types of numbers can be put to use via the Level II ROM routines. The math routines as well as most of the important input/output routines are covered.

The highest amount of precision available on the Z-80 microprocessor is 16-bit. However, Level II BASIC's highest amount of precision, double precision numbers, uses 64 bits. As you can see, there is no way to manipulate the Level II high precision number types by using the Z-80s registers. Therefore, Level II BASIC must make certain areas of memory available as jumbo-sized registers. Level II BASIC uses two areas of memory for these registers. The locations are 411DH-4124H (hereinafter referred to as REG1) and 4127H-412EH (hereinafter referred to as REG2). Figure 1-1 shows how REG1 stores the three different types of Level II BASIC numbers. REG2 stores numbers exactly the same as REG1, but remember REG2 resides in a different area of memory.

Address	Integer	Single Precision	Double Precision
411DH			LSB
411EH			NMSB
411FH			NMSB
4120H			NMSB
4121H	LSB	LSB	NMSB
4122H	MSB	NMSB	NMSB
4123H		MSB	MSB
4124H		EXP	EXP

Fig. 1-1. REG1 memory locations. LSB = Least Significant Byte, NMSB = Next Most Significant Byte, MSB = Most Significant Byte.

In order for Level II BASIC to know which type of number is being used, it must use a number type flag (NTF). This number type flag is located in memory at 40AFH, and it must always hold the proper value necessary to reflect the current number type being used. The proper values for the number type flag are:

- 2 Integer
- 3 String
- 4 Single Precision
- 8 Double Precision

The rest of this chapter presents the major ROM routines one by one. Short examples are given where appropriate. A program at the end of the chapter makes use of some of these routines. You are encouraged to try all of the programs presented in this book; they will help you understand the topics discussed.

INTEGER ROUTINES

The integer math routines always use register pair HL and DE. The number type flag must be set for integer.

Integer Addition, address 0BD2H. This routine adds the value in register pair DE to the value in register pair HL. The result will be returned in register pair HL. Register pair DE will remain intact. If the result of the addition exceeds that of a legitimate integer value, the values will be converted to single precision, and the single precision result will be returned in REG1. For example:

```
LD      A,2          ;A=INTEGER NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO INTEGER
LD      HL,60        ;LOAD HL WITH VALUE
LD      DE,200       ;LOAD DE WITH VALUE
CALL    0BD2H        ;ADD THEM HL=HL + DE
```

Integer Subtraction, address 0BC7H. This routine subtracts the value in register pair HL from the value in register pair DE. The result will be returned in register pair HL. Register pair DE will remain intact. If the result of the subtraction is less than that of a legitimate integer value, the values will be converted to single precision, and the single precision result will be returned in REG1. Example:

```
LD      A,2          ;A=INTEGER NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO INTEGER
LD      DE,75        ;LOAD DE WITH VALUE
LD      HL,45        ;LOAD HL WITH VALUE
CALL    0BC7H        ;SUBTRACT THEM HL=DE - HL
```

Integer Multiplication, address 0BF2H. This routine multiplies the value in register pair DE by the value in register pair HL. The result is returned in register pair HL. Register pair DE will remain intact. If the result exceeds a legitimate integer value, the values will be converted to single precision, and the single precision result will be returned in REG1. Example:

```
LD      A,2          ;A=INTEGER NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO INTEGER
LD      HL,30        ;LOAD HL WITH VALUE
LD      DE,-20       ;LOAD DE WITH VALUE
CALL    OBF2H        ;MULTIPLY THEM HL = DE * HL
```

Integer Division, address 2490H. This routine will divide the value in register pair DE by the value in register pair HL. Both values are first converted to single precision, and then the single precision values are divided. The result will be returned in REG1. For example:

```
LD      A,2          ;A=INTEGER NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO INTEGER
LD      DE,1000      ;LOAD DE WITH VALUE
LD      HL,110       ;LOAD HL WITH VALUE
CALL    2490H        ;DIVIDE THEM REG1=DE / HL
```

Integer Compare, address 0A39H. This routine compares the value in register pair DE to the value in register pair HL. The result is returned in register A and the flags are set accordingly. The values returned in register A are:

```
If DE<HL then register A will be equal to 1
If DE=HL then register A will be equal to 0
If DE>HL then register A will be equal to -1
```

```
LD      A,2          ;A=INTEGER NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO INTEGER
LD      HL,(FNUM)    ;LOAD HL WITH VALUE
LD      DE,(SNUM)    ;LOAD DE WITH VALUE
CALL    0A39H        ; COMPARE DE WITH HL
```

SINGLE PRECISION ROUTINES

All of the single precision math routines require one value to be in register pairs BC and DE. The other single precision value must

always be in REG1. The number type flag must be set for single precision.

Single Precision Addition, address 0716H. This routine will add the single precision value in register pairs BC and DE to the single precision value in REG1. The single precision result will be returned in REG1. Example:

```
LD      A,4          ;A=SINGLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO SINGLE PRECISION
LD      HL,NUM1      ;HL POINTS TO THE FIRST VALUE
CALL    09B1H        ;REG1=NUM1
LD      HL,NUM2      ;HL POINTS TO SECOND VALUE
CALL    09C2H        ;BCDE=NUM2
CALL    0716H        ;REG1=BCDE + REG1
```

Single Precision Subtraction, address 0713H. This routine subtracts the single precision value in REG1 from the single precision value in register pairs BC and DE. The single precision result will be returned in REG1. Example:

```
LD      A,4          ;A=SINGLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO SINGLE PRECISION
LD      HL,NUM1      ;HL POINTS TO FIRST VALUE
CALL    09B1H        ;REG1=NUM1
LD      HL,NUM2      ;HL POINTS TO SECOND VALUE
CALL    09C2H        ;BCDE= NUM2
CALL    0713H        ;REG1=BCDE-REG1
```

Single Precision Multiplication, address 0847H. This routine will multiply the single precision value in register pairs BC and DE by the single precision value in REG1. The single precision result will be returned in REG1. Example:

```
LD      A,4          ;A=SINGLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO SINGLE PRECISION
```

```

LD      HL,NUM1      ;HL POINTS TO FIRST VALUE
CALL    09B1H        ;REG1=NUM1
LD      HL,NUM2      ;HL POINTS TO SECOND VALUE
CALL    09C2H        ;BCDE = NUM2
CALL    0847H        ;REG1=BCDE*REG1

```

Single Precision Division, address 08A2H. This routine will divide the single precision value in register pairs BC and DE by the single precision value in REG1. The single precision result will be returned in REG1. For example:

```

LD      A,4          ;A=SINGLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO SINGLE PRECISION
LD      HL,NUM1      ;HL POINTS TO FIRST VALUE
CALL    09B1H        ;REG1=NUM1
LD      HL,NUM2      ;HL POINTS TO SECOND VALUE
CALL    09C2H        ;BCDE = NUM2
CALL    08A2H        ;REG1=BCDE/REG1

```

Single Precision Compare, address 0A0CH. This routine will compare the single precision value in register pairs BC and DE with the single precision value in REG1. The result will be returned in register A and the flags will be updated accordingly. The values returned in register A are:

If $BCDE < REG1$ then register A will be equal to 1
 If $BCDE = REG1$ then register A will be equal to 0
 If $BCDE > REG1$ then register A will be equal to -1

```

LD      A,4          ;A=SINGLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO SINGLE PRECISION
LD      HL,NUM1      ;HL POINTS TO FIRST VALUE
CALL    09B1H        ;REG1=NUM1
LD      HL,NUM2      ;HL POINTS TO SECOND VALUE

```

```
CALL    09C2H    ;BCDE=NUM2
CALL    0A0CH    ;COMPARE BCDE WITH REG1
```

DOUBLE PRECISION ROUTINES

All of the double precision math routines require one value to be in REG1. The other double precision value must always be in REG2. Furthermore, the number type flag must be set for double precision.

Double Precision Addition, address 0C77H. This routine will add the double precision value in REG1 to the double precision value in REG2. The double precision result will be returned in REG1. Example:

```
LD      A,8      ;A=DOUBLE PRECISION NUMBER TYPE
LD      (40AFH),A ;SET NTF TO DOUBLE PRECISION
LD      DE,NUM1   ;DE POINTS TO FIRST VALUE
LD      HL,411DH  ;HL POINTS TO REG1
CALL    09D3H     ;REG1=FIRST VALUE
LD      DE,NUM2   ;DE POINTS TO SECOND VALUE
LD      HL,4127H  ;HL POINTS TO REG2
CALL    09D3H     ;REG2=SECOND VALUE
CALL    0C77H     ;REG1=REG1 REG2
```

Double Precision Subtraction, address 0C70H. This routine will subtract the double precision value in REG2 from the double precision value in REG1. The double precision result will be returned in REG1. For example:

```
LD      A,8      ;A=DOUBLE PRECISION NUMBER TYPE
LD      (40AFH),A ;SET NTF TO DOUBLE PRECISION
LD      DE,NUM1   ;DE POINTS TO FIRST VALUE
LD      HL,411DH  ;HL POINTS TO REG1
CALL    09D3H     ;REG1=FIRST VALUE
LD      DE,NUM2   ;DE POINTS TO SECOND VALUE
```



```
LD      HL,4127H  ;HL POINTS TO REG2
CALL    09D3H     ;REG2=SECOND VALUE
CALL    0C70H     ;REG1=REG1+REG2
```

Double Precision Multiplication, address 0DA1H. This routine will multiply the double precision value in REG1 by the double precision value in REG2. The double precision result will be returned in REG1. Example:

```
LD      A,8       ;A=DOUBLE PRECISION NUMBER TYPE
LD      (40AFH),A ;SET NTF TO DOUBLE PRECISION
LD      DE,NUM1    ;DE POINTS TO FIRST VALUE
LD      HL,411DH   ;HL POINTS TO REG1
CALL    09D3H      ;REG1=FIRST VALUE
LD      DE,NUM2    ;DE POINTS TO SECOND VALUE
LD      HL,4127H   ;HL POINTS TO REG2
CALL    09D3H      ;REG2=SECOND VALUE
CALL    0DA1H      ;REG1=REG1*REG2
```

Double Precision Division, address 0DE5H. This routine will divide the double precision value in REG1 by the double precision value in REG2. The double precision result will be returned in REG1. Example:

```
LD      A,8       ;A=DOUBLE PRECISION NUMBER TYPE
LD      (40AFH),A ;SET NTF TO DOUBLE PRECISION
LD      DE,NUM1    ;DE POINTS TO FIRST VALUE
LD      HL,411DH   ;HL POINTS TO REG1
CALL    09D3H      ;REG1=FIRST VALUE
LD      DE,NUM2    ;DE POINTS TO SECOND VALUE
LD      HL,4127H   ;HL POINTS TO REG2
CALL    09D3H      ;REG2=SECOND VALUE
CALL    0DE5H      ;REG1=REG1/REG2
```

Double Precision Compare, address 0A4FH and 0A78H. These two routines will perform a double precision compare. The routine at 0A4FH will compare the double precision value in REG2 with the double precision value in REG1. The routine at 0A78H will compare the double precision value in REG1 with the double precision value in REG2. Both will return the result in register A and update the flags accordingly. The values returned in register A are:

0A4F		0A78	
REG2<REG1	A=1	REG1<REG2	A=1
REG2=REG1	A=0	REG1=REG2	A=0
REG2>REG1	A=-1	REG1>REG2	A=-1

```
LD      A,8          ;A=DOUBLE PRECISION NUMBER TYPE
LD      (40AFH),A    ;SET NTF TO DOUBLE PRECISION
LD      DE,NUM1      ;DE POINTS TO FIRST VALUE
LD      HL,411DH     ;HL POINTS TO REG1
CALL    09D3H        ;REG1=FIRST VALUE
LD      DE,NUM2      ;DE POINTS TO SECOND VALUE
LD      HL,4127H     ;HL POINTS TO REG2
CALL    09D3H        ;REG2=SECOND VALUE
CALL    0A4FH        ;COMPARE REG2 WITH REG1
```

MATH ROUTINES

All of the following math routines expect a value in REG1. The number type flag should properly reflect the number type in REG1.

Absolute Value ABS(REG1), address 0977H. This routine will figure the absolute value for the value in REG1. The result will be returned in REG1.

Arc tangent ATN(REG1), address 15BDH. This routine will figure the arc tangent for the value in REG1. The result will be returned in REG1.

Convert to Double Precision CDBL(REG1), address 0ADBH. This routine will convert the value in REG1 to a double precision value. The double precision result will be returned in REG1.

Convert to Integer CINT(REG1), address 0A7FH. This routine will convert the value in REG1 to an integer value. The integer result will be returned in REG1.

Cosine COS(REG1), address 1541H. This routine will figure the cosine for the value in REG1. The result will be returned in REG1.

Convert to Single Precision CSNG(REG1), address 0AB1H. This routine will convert the value in REG1 to a single precision value. The single precision result will be returned in REG1.

EXP(REG1), address 1439H. This routine will figure the natural exponential of the value in REG1. The result will be returned in REG1.

Stack↑REG1, address 13F2H. This routine will raise the single precision value on the stack to the single precision power in REG1. The single precision result will be returned in REG1.

FIX(REG1), address 0B26H. This routine will truncate the fractional part of the value in REG1. The result will be returned in REG1.

INT(REG1), address 0B37H. This routine will figure the integer portion of the value in REG1. The result will be returned in REG1.

Invert Sign: Integer, address 0C51H. This routine will invert the sign of an integer value in REG1. The integer result will be returned in REG1.

Invert Sign: Single Precision or Double Precision, address 0982H. This routine will invert the sign of a single precision or double precision value in REG1. The single precision or double precision result will be returned in REG1.

LOG(REG1), address 0809H. This routine will figure the natural log for the value in REG1. The result will be returned in REG1.

RANDOM, address 01D3H. This routine will reseed the random number generator.

RND(REG1), address 14C9H. This routine will generate a random number for the value in REG1. The result will be returned in REG1.

SIN(REG1), address 1547H. This routine will figure the sine for the value in REG1. The result will be returned in REG1.

SQR(REG1), address 13E7H. This routine will figure the square root for the value in REG1. The result will be returned in REG1.

TAN(REG1), address 15A8H. This routine will figure the tangent for the value in REG1. The result will be returned in REG1.

KEYBOARD INPUT ROUTINES

The following routines will make inputting data from the keyboard much easier.

Scan Keyboard, address 002BH. This routine will scan the keyboard. If a key isn't pressed, register A will return with a value of zero and the flags will be updated accordingly. If a key is pressed, register A will return with the ASCII value for the key that was pressed. Example:

```
;WAIT TILL KEY PRESSED
                PUSH      DE          ;SAVE DE
                PUSH      IY          ;SAVE IY
LOOP            CALL      002BH      ;SCAN KEYBOARD
                JR         Z,LOOP     ;IF NO KEY PRESSED LOOP
                POP        IY         ;GET IY
                POP        DE         ;GET DE
```

Wait Till Key Pressed, address 0049H. This routine will continually scan the keyboard until a key is pressed. The ASCII value for the appropriate key will be returned in register A.

Get a Line of Input from the Keyboard, address 0361H. This routine will accept keyboard input and place each character in a buffer. Input is terminated by pressing either the ENTER key or the BREAK key. On return, register pair HL will contain the address of the first character input minus one. If the BREAK key is pressed, the Carry flag will be set.

Get a Line of Input from the Keyboard, address 1BB3H. This routine functions the same as the routine at 0361H except that a ? will be displayed before input begins.

OUTPUT ROUTINES

The following routines allow for output to the video display, to the printer, and to the cassette. The current output device is determined by the value stored at memory location 409CH. The correct values are:

1	Printer
0	Video
-1	Cassette

The current output device will normally be set for the video display.

Display the Character in Register A, address 0033H. This routine will display the character in register A at the current cursor location.

Clear the Screen, address 01C9H. This routine will clear the screen and home the cursor.

Display the Character in Register A, address 032AH. This routine will display the character in register A at the current cursor location. Furthermore, the current cursor location will be updated.

Display or Print a String, address 28A7H. This routine will send a string of text to the current output device. On entry to this routine, register pair HL should point to the start of the string to be sent. The string should be terminated with either a zero (00H) or a carriage return (0DH). The current output device flag at 409CH must be set to 0 for video or 1 for printer.

Display or Print a String, address 2B75H. This routine is the same as the routine at 28A7H except that the string can only be terminated by a zero (00H). The current output device flag at 409CH must be set to 0 for video or 1 for printer.

Print the Character in Register C, address 003BH. This routine will print the character in register C on the printer.

CASSETTE INPUT/OUTPUT ROUTINES

The following routines allow for input and output on the cassette recorder. The current output device flag at 409CH must be set to -1.

Turn on the Cassette Motor, address 0212H. This

routine will turn on the motor for the cassette drive specified by the value in register A.

Write Cassette Leader, address 0284H. This routine will write a leader on the cassette recorder.

Read Cassette Leader, address 0296H. This routine will read a leader on the cassette recorder.

Read a Byte, address 0235H. This routine will read a byte on the cassette recorder and place it in register A.

Write a Byte, address 0264H. This routine will write the byte in register A on the cassette recorder.

DATA MOVEMENT ROUTINES

The following routines are used to move data around in memory.

Move REG1 to Stack, address 09A4H. This routine will move the value in REG1 to the stack. The number of bytes moved is determined by the current value of the number type flag. This routine can only be used for integer and single precision values.

Move (HL) to REG1, address 09B1H. This routine will move the single precision value pointed to by register pair HL to REG1. The number type flag should be set for single precision.

Move BCDE to REG1, address 09B4H. This routine will move the single precision value in register pairs BC and DE to REG1. The number type flag should be set for single precision.

Move REG1 to BCDE, address 09BFH. This routine will move the single precision value in REG1 to register pairs BC and DE. The number type flag should be set for single precision.

Move (HL) to BCDE, address 09C2H. This routine will move the single precision value pointed to by register pair HL to register pairs BC and DE. The number type flag should be set for single precision.

Move REG1 to (HL), address 09CBH. This routine will move the single precision value in REG1 to the location pointed to by register pair HL. The number type flag should be set for single precision.

Move (DE) to (HL), address 09CEH. This routine will move the single precision value pointed to by register

pair DE to the location pointed to by register pair HL. The number type flag should be set for single precision.

Move (HL) to (DE), address 09D2H. This routine will move the value pointed to by register pair HL to the location pointed to by register pair DE. The number of bytes moved is determined by the value of the number type flag.

Move (DE) to (HL), address 09D3H. This routine will move the value pointed to by register pair DE to the location pointed to by register pair HL. The number of bytes moved is determined by the value of the number type flag.

Move (DE) to (HL), address 09D6H. This routine will move the area of memory pointed to by register pair DE to the location pointed to by register pair H. The number of bytes moved is determined by the value in register A.

Move (DE) to (HL), address 09D7H. This routine will move the area of memory pointed to by register pair DE to the location pointed to by register pair HL. The number of bytes moved is determined by the value in register B.

Move REG2 to REG1, address 09F4H. This routine moves the value in REG2 to REG1.

Move REG1 to REG2, address 09FCH. This routine moves the value in REG1 to REG2.

ASCII CONVERSION ROUTINES

The following routines allow for ASCII conversions.

ASCII to Binary, address 0E6CH. This routine will convert the ASCII string pointed to by register pair HL to binary. The result will be returned in REG1, and the number type flag will be updated accordingly. The routine will convert the ASCII string to the least amount of precision required.

ASCII to Double Precision, address 0E65H. This routine will convert the ASCII string pointed to by register pair HL to a double precision value. The double precision result will be returned in REG1, and the number type flag will be updated accordingly.

ASCII to Integer, address 1E5AH. This routine will convert the ASCII string pointed to by register pair HL to

an integer value. The integer result will be returned in register pair DE.

Binary to ASCII, address 0FBDH. This routine will convert the value in REG1 to an ASCII string. On return, register pair HL will point to the first character of the ASCII string.

RESTART ROUTINES

The following routines are all RSTs and can be quite useful when trying to interface a routine with Level II BASIC.

Check Syntax, RST 0008H. This routine will compare the byte pointed to by register pair HL with the byte following the RST 0008H call. If the two bytes match, register pair HL will be incremented and register A will contain the byte pointed to by register pair HL. Execution will resume at the location following the byte which was compared.

Get Next Character, RST 0010H. This routine will increment register pair HL and place the byte pointed to by register pair HL in register A. If the character in register A is alphabetic, the Carry flag will be cleared. If the character in register A is numeric, the Carry flag will be set. If the character in register A is a control code or a space, the routine will start over.

Compare DE to HL, RST 0018H. This routine will perform an unsigned compare of register pairs DE and HL. On return, the flags will be set as follows:

HL<DE	Carry Set
HL>DE	Carry Clear
HL=DE	Zero Set
HL<>DE	Zero Clear

A SAMPLE PROGRAM

While there are many more useful routines in Level II BASIC, the routines presented in this chapter are the ones that will be most often put to use in a variety of program applications. More specialized routines are presented in future chapters when necessary.

The program presented in Listing 1-1 is a simple four function calculator. It will perform addition, subtraction, multiplication, and

division. Furthermore, it will perform all of these operations in integer, single precision, and double precision number representations. The program makes use of many of the ROM routines presented in this chapter and will help you understand these powerful routines.

Listing 1-1

```

4300          00100      ORG      4300H
4300 CDC901  00110  START  CALL    01C9H
4303 216144  00120      LD      HL,M1
4306 CD752B  00130      CALL    2B75H
4309 218E44  00140      LD      HL,M2
430C CD752B  00150      CALL    2B75H
430F CD4900  00160      CALL    0049H
4312 214744  00170      LD      HL,CTAB
4315 0603    00180      LD      B,3
4317 BE      00190      CP      (HL)
4318 CA2243  00200      JP      Z,MATCH
431B 23      00210      INC     HL
431C 23      00220      INC     HL
431D 23      00230      INC     HL
431E 10F7    00240      DJNZ    LOOP2
4320 18E7    00250      JR      LOOP1
4322 23      00260  MATCH  INC     HL
4323 5E      00270      LD      E,(HL)
4324 23      00280      INC     HL
4325 56      00290      LD      D,(HL)
4326 EB      00300      EX      DE,HL
4327 E9      00310      JP      (HL)
432B CD2D44  00320  INT    CALL    INPUT
432B CD7F0A  00330      CALL    0A7FH
432E 2A2141  00340      LD      HL,(4121H)
4331 225144  00350      LD      (NUM1),HL
4334 CD2D44  00360      CALL    INPUT
4337 CD7F0A  00370      CALL    0A7FH
433A 2A2141  00380      LD      HL,(4121H)
433D 225944  00390      LD      (NUM2),HL
4340 CD3A44  00400      CALL    FUN
4343 2A5144  00410      LD      HL,(NUM1)
4346 EB      00420      EX      DE,HL
4347 2A5944  00430      LD      HL,(NUM2)
434A 3A5044  00440      LD      A,(FUNSAV)
434D FE2B    00450      CP      '+'
434F 280E    00460      JR      Z,INTA
4351 FE2D    00470      CP      '-'
4353 280F    00480      JR      Z,INTS
4355 FE2A    00490      CP      '*'
4357 2810    00500      JR      Z,INTM
4359 FE2F    00510      CP      '/'
435B 2811    00520      JR      Z,INTD
435D 18AA    00530      JR      LOOP1
435F CDD20B  00540  INTA  CALL    0BD2H
4362 180D    00550      JR      DISP
4364 CDC70B  00560  INTS  CALL    0BC7H
4367 1808    00570      JR      DISP
4369 CDF20B  00580  INTM  CALL    0BF2H
436C 1803    00590      JR      DISP
436E CD9024  00600  INTD  CALL    2490H
4371 CDBD0F  00610  DISP  CALL    0FBDH
4374 CD752B  00620      CALL    2B75H
4377 3E0D    00630      LD      A,0DH
4379 CD2A03  00640      CALL    032AH

```

437C	188B	00650		JR	LOOP1
437E	CD2D44	00660	SIN	CALL	INFUT
4381	CDB10A	00670		CALL	0AB1H
4384	215144	00680		LD	HL, NUM1
4387	CDCB09	00690		CALL	09CBH
438A	CD2D44	00700		CALL	INPUT
438D	CDB10A	00710		CALL	0AB1H
4390	215944	00720		LD	HL, NUM2
4393	CDCB09	00730		CALL	09CBH
4396	CD3A44	00740		CALL	FUN
4399	215944	00750		LD	HL, NUM2
439C	CDB109	00760		CALL	09B1H
439F	215144	00770		LD	HL, NUM1
43A2	CDC209	00780		CALL	09C2H
43A5	3A5044	00790		LD	A, (FUNSAV)
43AB	FE2B	00800		CP	' + '
43AA	280F	00810		JR	Z, SINA
43AC	FE2D	00820		CP	' - '
43AE	2810	00830		JR	Z, SINS
43B0	FE2A	00840		CP	' * '
43B2	2811	00850		JR	Z, SINM
43B4	FE2F	00860		CP	' / '
43B6	2812	00870		JR	Z, SIND
43B8	C30943	00880		JP	LOOP1
43BB	CD1607	00890	SINA	CALL	0716H
43BE	18B1	00900		JR	DISP
43C0	CD1307	00910	SINS	CALL	0713H
43C3	18AC	00920		JR	DISP
43C5	CD4708	00930	SINM	CALL	0847H
43C8	18A7	00940		JR	DISP
43CA	CDA208	00950	SIND	CALL	08A2H
43CD	18A2	00960		JR	DISP
43CF	CD2D44	00970	DQU	CALL	INPUT
43D2	CDD80A	00980		CALL	0ADBH
43D5	211D41	00990		LD	HL, 411DH
43D8	115144	01000		LD	DE, NUM1
43DB	CDD209	01010		CALL	09D2H
43DE	CD2D44	01020		CALL	INPUT
43E1	CDD80A	01030		CALL	0ADBH
43E4	211D41	01040		LD	HL, 411DH
43E7	115944	01050		LD	DE, NUM2
43EA	CDD209	01060		CALL	09D2H
43ED	CD3A44	01070		CALL	FUN
43F0	215144	01080		LD	HL, NUM1
43F3	111D41	01090		LD	DE, 411DH
43F6	CDD209	01100		CALL	09D2H
43F9	215944	01110		LD	HL, NUM2
43FC	112741	01120		LD	DE, 4127H
43FF	CDD209	01130		CALL	09D2H
4402	3A5044	01140		LD	A, (FUNSAV)
4405	FE2B	01150		CP	' + '
4407	280F	01160		JR	Z, DQUA
4409	FE2D	01170		CP	' - '
440B	2811	01180		JR	Z, DOUS
440D	FE2A	01190		CP	' * '
440F	2812	01200		JR	Z, DOUM
4411	FE2F	01210		CP	' / '
4413	2813	01220		JR	Z, DOUD
4415	C30943	01230		JP	LOOP1
4418	CD770C	01240	DQUA	CALL	0C77H
441B	C37143	01250	DIS1	JP	DISP
441E	CD700C	01260	DOUS	CALL	0C70H
4421	18F8	01270		JR	DIS1
4423	CDA10D	01280	DOUM	CALL	0DA1H
4426	18F3	01290		JR	DIS1
4428	CDE50D	01300	DOUD	CALL	0DE5H
442B	18EE	01310		JR	DIS1
442D	21D244	01320	INPUT	LD	HL, M3

4430	CD752B	01330	CALL	2B75H
4433	CDB31B	01340	CALL	1BB3H
4436	D7	01350	RST	0010H
4437	C36C0E	01360	JP	0E6CH
443A	21DE44	01370 FUN	LD	HL,M4
443D	CD752B	01380	CALL	2B75H
4440	CD4900	01390	CALL	0049H
4443	325044	01400	LD	(FUNSAV),A
4446	C9	01410	RET	
4447	49	01420 CTAB	DEFB	'I'
4448	2B43	01430	DEFW	INT
444A	53	01440	DEFB	'S'
444B	7E43	01450	DEFW	SIN
444D	44	01460	DEFB	'D'
444E	CF43	01470	DEFW	DOU
4450	00	01480 FUNSAV	DEFB	0
0008		01490 NUM1	DEFS	8
0008		01500 NUM2	DEFS	8
4461	46	01510 M1	DEFM	'FOUR FUNCTION CALCULATOR
4462	4F			
4463	55			
4464	52			
4465	20			
4466	46			
4467	55			
4468	4E			
4469	43			
446A	54			
446B	49			
446C	4F			
446D	4E			
446E	20			
446F	43			
4470	41			
4471	4C			
4472	43			
4473	55			
4474	4C			
4475	41			
4476	54			
4477	4F			
4478	52			
4479	0D	01520	DEFB	13
447A	42	01530	DEFM	'BY MARK D. GOODWIN'
447B	59			
447C	20			
447D	4D			
447E	41			
447F	52			
4480	4B			
4481	20			
4482	44			
4483	2E			
4484	20			
4485	47			
4486	4F			
4487	4F			
4488	44			
4489	57			
448A	49			
448B	4E			
448C	0D	01540	DEFB	13
448D	00	01550	DEFB	0
448E	50	01560 M2	DEFM	'PRESS:'
448F	52			
4490	45			
4491	53			

4492	53				
4493	3A				
4494	0D	01570	DEFB	13	
4495	49	01580	DEFM	'I FOR INTEGER'	
4496	20				
4497	46				
4498	4F				
4499	52				
449A	20				
449B	49				
449C	4E				
449D	54				
449E	45				
449F	47				
44A0	45				
44A1	52				
44A2	0D	01590	DEFB	13	
44A3	53	01600	DEFM	'S FOR SINGLE PRECISION'	
44A4	20				
44A5	46				
44A6	4F				
44A7	52				
44A8	20				
44A9	53				
44AA	49				
44AB	4E				
44AC	47				
44AD	4C				
44AE	45				
44AF	20				
44B0	50				
44B1	52				
44B2	45				
44B3	43				
44B4	49				
44B5	53				
44B6	49				
44B7	4F				
44B8	4E				
44B9	0D	01610	DEFB	13	
44BA	44	01620	DEFM	'D FOR DOUBLE PRECISION'	
44BB	20				
44BC	46				
44BD	4F				
44BE	52				
44BF	20				
44C0	44				
44C1	4F				
44C2	55				
44C3	42				
44C4	4C				
44C5	45				
44C6	20				
44C7	50				
44C8	52				
44C9	45				
44CA	43				
44CB	49				
44CC	53				
44CD	49				
44CE	4F				
44CF	4E				
44D0	0D	01630	DEFB	13	
44D1	00	01640	DEFB	0	
44D2	45	01650 M3	DEFM	'ENTER VALUE'	
44D3	4E				
44D4	54				
44D5	45				

44D6	52			
44D7	20			
44D8	56			
44D9	41			
44DA	4C			
44DB	55			
44DC	45			
44DD	00	01660	DEFB	0
44DE	50	01670 M4	DEFM	'PRESS:'
44DF	52			
44E0	45			
44E1	53			
44E2	53			
44E3	3A			
44E4	0D	01680	DEFB	13
44E5	2B	01690	DEFM	'+ FOR ADDITION'
44E6	20			
44E7	46			
44E8	4F			
44E9	52			
44EA	20			
44EB	41			
44EC	44			
44ED	44			
44EE	49			
44EF	54			
44F0	49			
44F1	4F			
44F2	4E			
44F3	0D	01700	DEFB	13
44F4	2D	01710	DEFM	'- FOR SUBTRACTION'
44F5	20			
44F6	46			
44F7	4F			
44F8	52			
44F9	20			
44FA	53			
44FB	55			
44FC	42			
44FD	54			
44FE	52			
44FF	41			
4500	43			
4501	54			
4502	49			
4503	4F			
4504	4E			
4505	0D	01720	DEFB	13
4506	2A	01730	DEFM	'* FOR MULTIPLICATION'
4507	20			
4508	46			
4509	4F			
450A	52			
450B	20			
450C	4D			
450D	55			
450E	4C			
450F	54			
4510	49			
4511	50			
4512	4C			
4513	49			
4514	43			
4515	41			
4516	54			
4517	49			
4518	4F			
4519	4E			

451A	0D	01740	DEFB	13
451B	2F	01750	DEFM	' / FOR DIVISION'
451C	20			
451D	46			
451E	4F			
451F	52			
4520	20			
4521	44			
4522	49			
4523	56			
4524	49			
4525	53			
4526	49			
4527	4F			
4528	4E			
4529	0D	01760	DEFB	13
452A	00	01770	DEFB	0
4300		01780	END	START
00000	TOTAL ERRORS			

M4	44DE
M3	44D2
DIS1	441B
DOUD	442B
DOUM	4423
DOUS	441E
DOUA	441B
DOU	43CF
SIND	43CA
SINM	43C5
SINS	43C0
SINA	43BB
SIN	437E
DISP	4371
INTD	436E
INTM	4369
INTS	4364
INTA	435F
FUNSAV	4450
FUN	443A
NUM2	4459
NUM1	4451
INPUT	442D
INT	432B
MATCH	4322
LOOP2	4317
CTAB	4447
M2	448E
LOOP1	4309
M1	4461
START	4300

Listing 1-1 Comments

- 100 - Set the starting address for the program.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Load register pair HL with the starting address for the message to be displayed.
- 150 - Go display the message.

- 160 - Go get a character from the keyboard and return with it in register A.
- 170 - Load register pair HL with the starting address for the command jump table.
- 180 - Load register B with the number of commands in the command jump table.
- 190 - Check to see if the character at the location of the command table jump pointer in register pair HL is the same as the character in register A.
- 200 - Jump if the character at the location of the command jump table pointer in register pair HL is the same as the character in register A.
- 210 - Bump the command jump table pointer in register pair HL.
- 220 - Bump the command jump table pointer in register pair HL.
- 230 - Bump the command jump table pointer in register pair HL.
- 240 - Loop till all of the commands in the command jump table have been examined.
- 250 - Jump if the character in register A doesn't match any of the commands in the command jump table.
- 260 - Bump the command jump table pointer in register pair HL.
- 270 - Load register E with the LSB of the command's starting address at the location of the command jump table pointer in register pair HL.
- 280 - Bump the command jump table pointer in register pair HL.
- 290 - Load register D with the MSB of the command's starting address at the location of the command jump table pointer in register pair HL.
- 300 - Load register pair HL with the command's starting address in register pair DE.
- 310 - Jump to the command's starting address in register pair HL.
- 320 - Go get the first value.
- 330 - Convert the first value in REG1 to an integer.
- 340 - Load register pair HL with the integer value in REG1.
- 350 - Save the integer value in register pair HL.
- 360 - Go get the second value.
- 370 - Convert the second value in REG1 to an integer.
- 380 - Load register pair HL with the integer value in REG1.
- 390 - Save the integer value in register pair HL.
- 400 - Go get the function to be performed.
- 410 - Load register pair HL with the first integer value.
- 420 - Load register pair DE with the first integer value in register pair HL.

- 430 - Load register pair HL with the second integer value.
- 440 - Load register A with the function to be performed.
- 450 - Check to see if the function to be performed in register A is addition.
- 460 - Jump if the function to be performed in register A is addition.
- 470 - Check to see if the function to be performed in register A is subtraction.
- 480 - Jump if the function to be performed in register A is subtraction.
- 490 - Check to see if the function to be performed in register A is multiplication.
- 500 - Jump if the function to be performed in register A is multiplication.
- 510 - Check to see if the function to be performed in register A is division.
- 520 - Jump if the function to be performed in register A is division.
- 530 - Jump if the function to be performed in register A isn't any of the four allowable functions.
- 540 - Go add the integer value in register pair HL to the integer value in register pair DE and return with the result in REG1.
- 550 - Jump.
- 560 - Go subtract the integer value in register pair HL from the integer value in register pair DE and return with the result in REG1.
- 570 - Jump.
- 580 - Go multiply the integer value in register pair DE by the integer value in register pair HL and return with the result in REG1.
- 590 - Jump.
- 600 - Go divide the integer value in register pair DE by the integer value in register pair HL and return with the result in REG1.
- 610 - Go convert the result in REG1 to an ASCII string.
- 620 - Go display the ASCII string.
- 630 - Load register A with a carriage return character.
- 640 - Go display the carriage return.
- 650 - Jump.
- 660 - Go get the first value.
- 670 - Convert the first value in REG1 to a single precision value.

- 680 - Load register pair HL with the storage address for the single precision value in REG1.
- 690 - Go move the single precision value in REG1.
- 700 - Go get the second value.
- 710 - Convert the second value in REG1 to a single precision value.
- 720 - Load register pair HL with the storage address for the single precision value in REG1.
- 730 - Go move the single precision value in REG1.
- 740 - Go get the function to be performed.
- 750 - Load register pair HL with the storage address for the second single precision value.
- 760 - Go move the second single precision value into REG1.
- 770 - Load register pair HL with the storage address for the first single precision value.
- 780 - Go move the first single precision value into register pairs BC and DE.
- 790 - Load register A with the function to be performed.
- 800 - Check to see if the function to be performed in register A is addition.
- 810 - Jump if the function to be performed in register A is addition.
- 820 - Check to see if the function to be performed in register A is subtraction.
- 830 - Jump if the function to be performed in register A is subtraction.
- 840 - Check to see if the function to be performed in register A is multiplication.
- 850 - Jump if the function to be performed in register A is multiplication.
- 860 - Check to see if the function to be performed in register A is division.
- 870 - Jump if the function to be performed in register A is division.
- 880 - Jump if the function to be performed in register A isn't any of the four allowable functions.
- 890 - Go add the single precision value in REG1 to the single precision value in register pairs BC and DE. Return with the result in REG1.
- 900 - Jump.
- 910 - Go subtract the single precision value in REG1 from the

- single precision value in register pairs BC and DE. Return with the result in REG1.
- 920 - Jump.
 - 930 - Go multiply the single precision value in register pairs BC and DE by the single precision value in REG1. Return with the result in REG1.
 - 940 - Jump.
 - 950 - Go divide the single precision value in register pairs BC and DE by the single precision value in REG1.
 - 960 - Jump.
 - 970 - Go get the first value.
 - 980 - Convert the first value in REG1 to a double precision value.
 - 990 - Load register pair HL with the starting address of REG1.
 - 1000 - Load register pair DE with the storage address for the double precision value in REG1.
 - 1010 - Go move the double precision value in REG1.
 - 1020 - Go get the second value.
 - 1030 - Convert the second value in REG1 to a double precision value.
 - 1040 - Load register pair HL with the starting address of REG1.
 - 1050 - Load register pair DE with the storage address for the double precision value in REG1.
 - 1060 - Go move the double precision value in REG1.
 - 1070 - Go get the function to be performed.
 - 1080 - Load register pair HL with the storage address for the first double precision value.
 - 1090 - Load register pair DE with the starting address of REG1.
 - 1100 - Go move the first double precision value into REG1.
 - 1110 - Load register pair HL with the storage address for the second double precision value.
 - 1120 - Load register pair DE with the starting address of REG2.
 - 1130 - Go move the second double precision value into REG2.
 - 1140 - Load register A with the function to be performed.
 - 1150 - Check to see if the function to be performed in register A is addition.
 - 1160 - Jump if the function to be performed in register A is addition.
 - 1170 - Check to see if the function to be performed in register A is subtraction.
 - 1180 - Jump if the function to be performed in register A is subtraction.

- 1190 - Check to see if the function to be performed in register A is multiplication.
- 1200 - Jump if the function to be performed in register A is multiplication.
- 1210 - Check to see if the function to be performed in register A is division.
- 1220 - Jump if the function to be performed in register A is division.
- 1230 - Jump if the function to be performed in register A isn't any of the four allowable functions.
- 1240 - Go add the double precision value in REG2 to the double precision value in REG1 and return with the result in REG1.
- 1250 - Jump.
- 1260 - Go subtract the double precision value in REG2 from the double precision value in REG1 and return with the result in REG1.
- 1270 - Jump.
- 1280 - Go multiply the double precision value in REG1 by the double precision value in REG2 and return with the result in REG1.
- 1290 - Jump.
- 1300 - Go divide the double precision value in REG1 by the double precision value in REG2 and return with the result in REG1.
- 1310 - Jump.
- 1320 - Load register pair HL with the starting address of the message to be displayed.
- 1330 - Go display the message.
- 1340 - Go get the input from the keyboard.
- 1350 - Bump the input buffer pointer in register pair HL till it points to the first character.
- 1360 - Go convert the ASCII string at the location of the input buffer pointer in register pair HL to binary and return with the result in REG1.
- 1370 - Load register pair HL with the starting address of the message to be displayed.
- 1380 - Go display the message.
- 1390 - Go wait till a key is pressed and return with the ASCII value for the key in register A.
- 1400 - Save the function to be performed in register A.
- 1410 - Return.

- 1420 - The integer command is stored here.
- 1430 - The integer command jump address is stored here.
- 1440 - The single precision command is stored here.
- 1450 - The single precision command jump address is stored here.
- 1460 - The double precision command is here.
- 1470 - The double precision command jump address is stored here.
- 1480 - The function to be performed is stored here.
- 1490 - The first value will be stored here.
- 1500 - The second value input will be stored here.
- 1510 - Part of the sign-on message is stored here.
- 1520 - This will display a carriage return as part of the sign-on message.
- 1530 - Part of the sign-on message is stored here.
- 1540 - This will display a carriage return as part of the sign-on message.
- 1550 - The sign-on message terminator is stored here.
- 1560 - Part of the command message is stored here.
- 1570 - This will display a carriage return as part of the command message.
- 1580 - Part of the command message is stored here.
- 1590 - This will display a carriage return as part of the command message.
- 1600 - Part of the command message is stored here.
- 1610 - This will display a carriage return as part of the command message.
- 1620 - Part of the command message is stored here.
- 1630 - This will display a carriage return as part of the command message.
- 1640 - The command message terminator is stored here.
- 1650 - The value prompting message is stored here.
- 1660 - The value prompting message terminator is stored here.
- 1670 - Part of the function message is stored here.
- 1680 - This will display a carriage return as part of the function message.
- 1690 - Part of the function message is stored here.
- 1700 - This will display a carriage return as part of the function message.
- 1710 - Part of the function message is stored here.
- 1720 - This will display a carriage return as part of the function message.
- 1730 - Part of the function message is stored here.

- 1740 - This will display a carriage return as part of the function message.
- 1750 - Part of the function message is stored here.
- 1760 - This will display a carriage return as part of the function message.
- 1770 - The function message terminator is stored here.
- 1780 - End of the program.

Chapter 2

Machine Language Subroutines

Perhaps the easiest method of interfacing a machine language subroutine with Level II BASIC is by using the USR command. Although there are many more advanced techniques for linking machine language with Level II BASIC, they are incomprehensible until you understand the USR command, an essential first step.

Let's take a second to review the scanty information contained in the Level II Reference Manual about the USR command. With Level II BASIC there is only one USR call allowed. Before calling the subroutine, the starting address must be poked into memory. Suppose that there is a machine language subroutine at 27648. To tell BASIC where the starting address is, POKE16526,0 and POKE16527,108 would have to be executed. If these pokes were a part of a BASIC program, they might appear as:

```
10 POKE16526,0:POKE16527,108
```

To call this routine, the program would have to contain a line similar to

```
20 X = USR(0)
```

If a value is to be passed to the machine language subroutine, lines such as the following might be used.

```
20 X=USR(100)  
100 Z=USR(I(5))
```

To pass the value to the machine language subroutine, a call to 0A7FH must be executed by the subroutine. This routine places the value into register pair HL.

To return from a machine language subroutine, simply put a RET instruction in the subroutine at the point where BASIC execution is to be resumed. To pass a value back to BASIC and return, load register pair HL with the value to be passed back and execute a JP to 0A9AH. To illustrate how values are passed back and forth, let's take a look at the following:

```
100 A=USR(25):PRINTA
```

The value of 25 is to be passed to the machine language subroutine. The subroutine is

```
CALL      0A7FH      ;HL=VALUE PASSED
ADD       HL,HL      ;HL=HL*2
JP        0A9AH      ;RETURN TO BASIC WITH VALUE
```

A blow-by-blow description of this example, would go something like this. As soon as BASIC encounters the USR command in line number 100, program control is given to the machine language subroutine. The call to 0A7FH will place the value passed, 25, in register pair HL. Next by adding register pair HL with itself, register pair HL will contain 50. Now the program executes a JP to 0A9AH, which in turn, makes the variable A equal to 50. Furthermore, the JP to 0A9AH resumes BASIC execution. This in turn will cause a 50 to appear on the video display.

Now that the use of USR has been covered, it's time to take a look at how subroutines can be loaded into memory. For the rest of the chapter, we will take a look at the various methods for loading subroutines. These methods include loading the subroutine from cassette, poking the subroutine into high memory, packing the subroutine into an array, and packing the subroutine into a string.

A GRAPHICS SUBROUTINE

Before we look at subroutine loading methods, we need a subroutine. The subroutine used to demonstrate the various methods of subroutine loading is one that will reverse all of the graphic characters on the video display.

In order to write this subroutine, you must understand the

Bit No.	7	6	5	4	3	2	1	0	
	1	0	1	1	1	1	1	1	= 191

Graphic Character

0	1
2	3
4	5

The video display is broken down into 64 spaces by 16 lines. Each space can be further broken down into a 2 by 3 graphic character. Thus the effective graphics resolution on the Model I is 128 by 48 graphic points. Each of these points is called a pixel. Each pixel corresponds with a particular bit of video memory. Shown above is what a byte would look like if 191 were poked into video memory. Also shown is an enlarged graphic character which has each pixel numbered. These numbers correspond directly with the bits in video memory. Any bit with a value of 1 will be on and any bit with a value of 0 will be off. Therefore, if 191 were poked into video memory; a graphic character with all of it's pixels on would be displayed. So the value for any graphic character can be determined as follows:

Bit 0 or Pixel 0	To set add a value of 1
Bit 1 or Pixel 1	To set add a value of 2
Bit 2 or Pixel 2	To set add a value of 4
Bit 3 or Pixel 3	To set add a value of 8
Bit 4 or Pixel 4	To set add a value of 16
Bit 5 or Pixel 5	To set add a value of 32
Bit 6	Always off
Bit 7	Always on, add a value of 128

Thus, if we wished to display a graphic character with pixels 0, 3 and 4 on, we would determine the code to be used like this.

Pixel 0 -	1
Pixel 3 -	8
Pixel 4 -	16
Bit 7 -	<u>128</u>
	153

Fig. 2-1. Model I graphic codes.

Model I's video display system. The Model I uses a memory-mapped video display system. The video memory starts at address 3C00H (15360) and is 1024 bytes long. Each byte of video memory holds one character. The value of each byte is determined by the ASCII code for the character to be displayed. If you were to POKE15360,90, a Z would be displayed in the upper left-hand corner of the video display. The codes for graphic characters are any value from 128 to 191. Figure 2-1 illustrates how the code is determined for a particular graphic character.

Now that graphic codes have been illustrated, it is an easy matter to determine how the graphic display can be reversed. We know that if a pixel is on, the corresponding bit is equal to 1; and when a pixel is off, the corresponding bit is equal to 0. Therefore, we must change all 0's to 1's and all 1's to 0's in bits 0 through 5 of each graphic character in video memory. Also, bit 6 must be off and bit 7 must be on for each graphic character. Figure 2-2 illustrates the three machine language instructions necessary to complete the reversal process.

Now that the method for graphics reversal is clear, it is an easy matter to write the subroutine. Listing 2-1 presents a program that reverses all graphic characters on the video display. The program will leave all non-graphic characters intact.

Listing 2-1

```

7FE6          00100      ORG      7FE6H
7FE6 21FF3B    00110 REVER    LD      HL,3BFFH
7FE9 23        00120      INC      HL
7FEA 01FF03    00130      LD      BC,03FFH
7FED 03        00140      INC      BC
7FEE 7E        00150 LOOP    LD      A,(HL)
7FEF FE80      00160      CP      80H
7FF1 3B06      00170      JR      C,NGRAPH
7FF3 2F        00180      CPL
7FF4 CBFF      00190      SET     7,A
7FF6 CBB7      00200      RES     6,A
7FF8 77        00210      LD      (HL),A
7FF9 23        00220 NGRAPH INC      HL
7FFA 0B        00230      DEC      BC
7FFB 7B        00240      LD      A,B
7FFC B1        00250      OR      C
7FFD 20EF      00260      JR      NZ,LOOP
7FFF C9        00270      RET
7FE6          00280      END      REVER
00000 TOTAL ERRORS

NGRAPH 7FF9
LOOP   7FEE
REVER  7FE6

```

;REGISTER A CONTAINS THE VALUE 191 or 10111111		
CPL		;A NOW HOLDS 01000000
SET	7,A	;A NOW HOLDS 11000000
RES	6,A	;A NOW HOLDS 10000000

Fig. 2-2. Graphics reversal.

Listing 2-1 Comments

- 100 - Set the starting address for the program.
- 110 - Load register pair HL with the start of video memory minus one.
- 120 - Bump the video memory pointer in register pair HL.
- 130 - Load register pair BC with the length of video memory minus one.
- 140 - Bump the video memory counter in register pair BC.
- 150 - Load register A with the character at the location of the video memory pointer in register pair HL.
- 160 - Check to see if the character in register A is a graphic character.
- 170 - Jump if the character in register A isn't a graphic character.
- 180 - Compliment the character in register A.
- 190 - Set bit 7 of the character in register A.
- 200 - Reset bit 6 of the character in register A.
- 210 - Display the graphic character in register A at the location of the video memory pointer in register pair HL.
- 220 - Bump the video memory pointer in register pair HL.
- 230 - Decrement the video memory counter in register pair BC.
- 240 - Load register A with the MSB of the video memory counter in register B.
- 250 - Combine the LSB of the video memory counter in register C with the MSB of the video memory counter in register A.
- 260 - Jump if this isn't the end of the video memory.
- 270 - Return.
- 280 - End of the program.

A close inspection of this program reveals something a little strange at the start of the program. As stated earlier, video memory starts at 3C00H (15360) and is 0400H (1024) bytes in length. So why does the program load register pair HL with 3BFFH and register pair BC with 03FFH? Normally lines 110 and 130 would be written

110	REVER	LD	HL,3C00H
130		LD	BC,0400H

Lines 120 and 140 would also be deleted. However, if the program were to be assembled with these changes, the object code for these lines would be

110	-	21003C
130	-	010004

Note that both of these machine language instructions will result in two bytes of zeros (00H) in the object code. While this is acceptable for most applications, it would cause problems if this subroutine were packed into a string. These problems will be discussed later in this chapter. For now it is only necessary to understand that by loading register pair HL with 3BFFH and then incrementing it, register pair HL will contain 3C00H. Furthermore, by loading register pair BC with 03FFH and incrementing it, register pair BC will contain 0400H. Thus, the zero bytes are avoided in the object code, and the register pairs HL and BC contain the correct values after incrementing.

THE CASSETTE METHOD

The simplest method for interfacing this subroutine with BASIC is to load the subroutine into high memory via the cassette. To do this, a copy of the object code for the program in Listing 2-1 must be made on cassette. Once the object code has been produced, memory size must be set at 32742 (7FE6H), and the subroutine must be loaded with the SYSTEM command.

Next a BASIC program is needed, in order to make use of the machine language subroutine. Listing 2-2 contains a short BASIC program that first draws alternating horizontal lines on the video display. Once the display has been completed, the reversal subroutine is called over and over again giving the effect of the lines bouncing up and down.

Listing 2-2

```
0 * LISTING 2.2
5 * SUBROUTINE SHOULD BE LOADED AND MEM SIZE = 32742
10 * DISPLAY ALTERNATING LINES
15 CLS
20 FOR Y=0 TO 47 STEP 2
```

```

30 FORX=0T0127
40 SET(X,Y)
50 NEXTX
60 NEXTY
70 ' WAIT FOR SHORT DELAY
80 FORI=1T0100
90 NEXTI
100 ' SET STARTING ADDRESS
110 POKE16526,230:POKE16527,127
120 ' REVERSE THE GRAPHICS
130 I=USR(0)
140 ' WAIT FOR SHORT DELAY
150 FORI=1T0100
160 NEXTI
170 'KEEP DOING UNTIL BREAK PRESSED
180 GOTO80

```

THE POKE METHOD

Although the cassette method for interfacing a machine language subroutine is quite easy, it can be quite a pain. Remember, each time the BASIC program is to be used, memory size? must be set and the subroutine must be loaded from cassette.

The poke method for loading the subroutine eliminates the need for a cassette recorder. In order to use the poke method, the object code must be converted to it's decimal equivalent. This conversion is necessary because the subroutine will be stored in the program data statements. Figure 2-3 shows the object code's decimal equivalent.

Now that we know the decimal equivalent for the subroutine's object code, add the following lines to the program appearing in Listing 2-2:

```

6 FORM=32742T032767
7 READB
8 POKEM,B
9 NEXTM
1000 DATA33,255,59,35,1,255,3,3,126,254,128,56,6,47
1010 DATA203,255,203,183,119,35,11,120,177,32,239,201

```

Once these changes are completed, the program should look like Listing 2-3. What these new lines do is really quite simple. Lines 6 to 9 poke the values read from the data statements into high memory. So by using the poke method, the need for loading the machine language subroutine from cassette is completely eliminated. However, the need for setting memory size is still there.

Hex	Decimal	Hex	Decimal
21	33	2F	47
FF	255	CB	203
3B	59	FF	255
23	35	CB	203
01	1	B7	183
FF	255	77	119
03	3	23	35
03	3	0B	11
7E	126	78	120
FE	254	B1	177
80	128	20	32
38	56	EF	239
06	6	C9	201

Fig. 2-3. Decimal equivalents for the object code in Listing 2-1.

Listing 2-3

```

0 * LISTING 2.3
5 * POKE SUBROUTINE INTO HIGH MEMORY
6 FORM=32742T032767
7 READB
8 POKEM,B
9 NEXTM
10 * DISPLAY ALTERNATING LINES
15 CLS
20 FORY=0T047STEP2
30 FORX=0T0127
40 SET(X,Y)
50 NEXTX
60 NEXTY
70 * WAIT FOR SHORT DELAY
80 FORI=1T0100
90 NEXTI
100 * SET STARTING ADDRESS
110 POKE16526,230:POKE16527,127
120 * REVERSE THE GRAPHICS
130 I=USR(0)
140 * WAIT FOR SHORT DELAY
150 FORI=1T0100
160 NEXTI
170 * KEEP DOING UNTIL BREAK PRESSED
180 GOTO80
1000 DATA33,255,59,35,1,255,3,3,126,254,128,56,6,47
1010 DATA203,255,203,183,119,35,11,120,177,32,239,201

```

THE ARRAY PACKING METHOD

The necessity for setting memory size can be eliminated by interfacing the machine language subroutine with a method called array packing.

In order to change the program in Listing 2-3 to an array packing program, add

1 DEFINTA-Z

2 DIMS(12)

These lines initialize all variables as integers and array S with 13 elements. The reason for setting array S at 13 elements is that the machine language subroutine is 26 bytes long. Since an integer variable is 2 bytes long you divide 26 by 2 and get 13. Thus, the array to be packed must have at least 13 elements.

Array Element	Memory Location	Contents
S(0) LSB	17152	0
S(0) MSB	17153	0
S(1) LSB	17154	0
S(1) MSB	17155	0
S(2) LSB	17156	0
S(2) MSB	17157	0
S(3) LSB	17158	0
S(3) MSB	17159	0
S(4) LSB	17160	0
S(4) MSB	17161	0
S(5) LSB	17162	0
S(5) MSB	17163	0
S(6) LSB	17164	0
S(6) MSB	17165	0
S(7) LSB	17166	0
S(7) MSB	17167	0
S(8) LSB	17168	0
S(8) MSB	17169	0
S(9) LSB	17170	0
S(9) MSB	17171	0
S(10) LSB	17172	0
S(10) MSB	17173	0
S(11) LSB	17174	0
S(11) MSB	17175	0
S(12) LSB	17176	0
S(12) MSB	17177	0

Fig. 2-4. An integer array containing 13 elements.

Figure 2-4 will help you understand why packing the array is possible. Note that all elements in the array take up a consecutive area in memory. Although an integer array will be used in our program, a single precision array or a double precision array could be used. To figure the number of elements necessary for a single precision array, you simply divide the number of bytes in the subroutine by four. Remember, a single precision variable requires 4 bytes of memory. The size of the array is figured by dividing 26 by 4, which equals 6.5. Because an array can't have half an element, the array must be dimensioned for 7 elements. This example demonstrates an important point. Although a single precision array can be used, the extra array element wastes memory space. Therefore, an integer array should be used to conserve memory space.

To pack the array, the program will have to be changed as follows:

```

6 FORM=0T025

8 POKEVARPTR(S(0))+M,B

110 I=VARPTR(S(0)):POKE16526,I-INT(I/256)*256:POKE
    16527,INT(I/256)

```

Once these changes are made, the program will look like the one in Listing 2-4. The `VARPTR(S(0))`, in lines 8 and 110 locates the starting address for the subroutine. After the packing has been completed, array S will appear in memory as shown in Fig. 2-5.

Once the array has been packed, the program must never use array S as a normal variable. Just consider what would happen if the program contained a line like `11 S(5)=15`.

This line changes the contents of element 5 in array S, and the machine language program would not function properly if the subroutine were called.

Listing 2-4

```

0 * LISTING 2.4
1 DEFINT A-Z
2 DIMS(12)
5 * POKE SUBROUTINE INTO ARRAY S()
6 FORM=0T025
7 READB
8 POKEVARPTR(S(0))+M,B
9 NEXTM
10 * DISPLAY ALTERNATING LINES
15 CLS
20 FDRY=0T047STEP2
30 FORX=0T0127

```

```

40 SET(X,Y)
50 NEXT X
60 NEXT Y
70 ' WAIT FOR SHORT DELAY
80 FOR I=1 TO 100
90 NEXT I
100 ' SET STARTING ADDRESS
110 I=VARPTR(S(0)):POKE16526,I-INT(I/256)*256:POKE16527,
    INT(I/256)
120 ' REVERSE THE GRAPHICS
130 I=USR(0)
140 ' WAIT FOR SHORT DELAY
150 FOR I=1 TO 100
160 NEXT I
170 ' KEEP DOING UNTIL BREAK PRESSED
180 GOTO 80
1000 DATA 33,255,59,35,1,255,3,3,126,254,128,56,6,47
1010 DATA 203,255,203,183,119,35,11,120,177,32,239,201

```

THE STRING PACKING METHOD

The last method of interfacing machine language with BASIC is called string packing. Although string packing takes a little more program development time, it has many advantages over the other methods. It eliminates the need for cassette loading and the necessity of setting memory size. It also speeds up program execution time and is more memory efficient than the three previous methods because the string packing routine and the data statements can be eliminated after packing is completed. String packing does have one disadvantage though. You can't pack 00H into the string because zero is used by Level II BASIC as the BASIC line terminator. So, if you want to use string packing in your programs, avoid zeros. Beat around the bush, as in the graphics reversal program.

To change the array packing program to a string packing program, delete line 2 and change the following lines:

```

1 S$="....."
8 I=VARPTR(S$):SA=PEEK(I+2)*256+PEEK(I+1):POKESA+M,B
9 NEXT M:STOP
110 I=VARPTR(S$):POKE16526,PEEK(I+1):POKE16527,
    PEEK(I+2)

```

Note that in line 1, S\$ is set to a string constant of 26 periods. The reason for this is that the machine language subroutine to be packed is 26 bytes long. It doesn't really matter if you use 26 periods or 26 other characters, just so long as S\$ is 26 bytes in length.

In order to understand why string packing is a very desirable method for interfacing machine language with BASIC, it is first necessary to understand how a string is stored in memory. All

Array Element	Memory Location	Contents
S(0) LSB	17152	33
S(0) MSB	17153	255
S(1) LSB	17154	59
S(1) MSB	17155	35
S(2) LSB	17156	1
S(2) MSB	17157	255
S(3) LSB	17158	3
S(3) MSB	17159	3
S(4) LSB	17160	126
S(4) MSB	17161	254
S(5) LSB	17162	128
S(5) MSB	17163	56
S(6) LSB	17164	6
S(6) MSB	17165	47
S(7) LSB	17166	203
S(7) MSB	17167	255
S(8) LSB	17168	203
S(8) MSB	17169	183
S(9) LSB	17170	119
S(9) MSB	17171	35
S(10) LSB	17172	11
S(10) MSB	17173	120
S(11) LSB	17174	177
S(11) MSB	17175	32
S(12) LSB	17176	239
S(12) MSB	17177	201

Fig. 2-5. A 13 element packed integer array.

string constants, like S\$, are stored in the program itself and not in string space. Once the string constant has been packed with the machine language subroutine, the string will always hold the subroutine.

To find the starting address for the string, the VARPTR com-

mand must be used. In line 8, the variable I is set to VARPTR(S\$). Although variable I doesn't point to the string's starting address, it does point to the following information:

LOCATION	CONTENTS
I	Length of the String
I+1	LSB of the String's Starting Address
I+2	MSB of the String's Starting Address

With this information, the string's starting address can be determined by

$$\text{PEEK}(I+2)*256+\text{PEEK}(I+1)$$

Now that the string's starting address can be determined, the string can be packed in much the same way as an array is packed. If you have entered the program in Listing 2-5, try running it. The program will break in line 9. The string should now be packed. Try listing the program. If your video display seemed to throw a fit, then the string is probably packed correctly. The reason for this strange listing is that the BASIC interpreter can't list a packed string correctly, and, therefore, will not print it correctly either. The packed string is displayed as control codes and BASIC keywords. If the string has been properly packed, you may delete lines 5-9 and lines 1000-1010. The reason for this is that once the string is packed it will always stay packed. Therefore, the string packing routine and the data statements are no longer needed by the program.

Listing 2-5

```

0  * LISTING 2.5
1  S$="....."
5  * POKE SUBROUTINE INTO S$
6  FORM=0T025
7  READB
8  I=VARPTR(S$):SA=PEEK(I+2)*256+PEEK(I+1):POKESA+M,B
9  NEXTM:STOP
10 * DISPLAY ALTERNATING LINES
15 CLS
20 FORY=0T047STEP2
30 FORX=0T0127
40 SET(X,Y)
50 NEXTX
60 NEXTY
70 * WAIT FOR SHORT DELAY
80 FORI=1T0100
90 NEXTI
100 * SET STARTING ADDRESS
110 I=VARPTR(S$):POKE16526,PEEK(I+1):POKE16527,PEEK(I+2)
120 * REVERSE THE GRAPHICS

```

```
130 I=USR(0)
140 ' WAIT FOR SHORT DELAY
150 FORI=1TO100
160 NEXTI
170 'KEEP DOING UNTIL BREAK PRESSED
180 GOTO80
1000 DATA33,255,59,35,1,255,3,3,126,254,128,56,6,47
1010 DATA203,255,203,183,119,35,11,120,177,32,239,201
```

Chapter 3

The Disk BASIC and DOS Links

Although the USR command is the simplest way to interface machine language with BASIC, there are other more advanced techniques that can be used. This chapter introduces a technique utilizing the Disk BASIC and the DOS links. By using these links, new commands can be added to Level II BASIC, and existing Level II commands can be enhanced.

LINKS TO BASIC

Figure 3-1 shows all of the Disk BASIC links. Figure 3-2 lists all of the DOS links. If Level II BASIC is initialized, the Disk BASIC links are set to jump to the L3 ERROR routine whenever a Disk BASIC command is encountered. If Disk BASIC is loaded, these jumps to the L3 ERROR routine are replaced with jumps to the appropriate Disk BASIC routines. The DOS links are set to RET instructions by the Level II BASIC initialization routine. If a DOS is not in memory, the DOS links will simply return to Level II BASIC whenever a DOS link is encountered. When a DOS is in memory, the DOS links are set to jump to DOS.

In order to make use of these links, the Level II BASIC interpreter must be understood. The BASIC interpreter uses register pair HL as a pointer to the current location in the BASIC program. Think of register pair HL as a program counter. Whenever one of these links is called, register pair HL will either point to the

Exit Location	BASIC Keyword	Exit Location	BASIC Keyword
4152H	CVI	417CH	FIELD
4155H	FN	417FH	GET
4158H	CVS	4182H	PUT
415BH	DEF	4185H	CLOSE
415EH	CVD	4188H	LOAD
4161H	EOF	418BH	MERGE
4164H	LOC	418EH	NAME
4167H	LOF	4191H	KILL
416AH	MKIS	4194H	&
416DH	MKSS	4197H	LSET
4170H	MKDS	419AH	RSET
4173H	CMD	419DH	INSTR
4176H	TIMES	41A0H	SAVE
4179H	OPEN	41A3H	LINE

Fig. 3-1. Disk BASIC links.

last byte executed or the next byte immediately following the BASIC keyword.

ENHANCING USR

Let's try using a DOS link to enhance the USR command. The link at 41A9H is called by the USR command just before the value to be passed is examined. By intercepting this link, the USR command can be enhanced to call subroutines without poking the starting address into memory. The format for this new USR command will be

USR starting address,(x)

Some examples of how this new USR command might be used are

```
10 N=USR27648,(25)
```

```
100 X2=USRN,(M1)
```

Listing 3-1 presents a program that utilizes the USR command to poke the starting address via the DOS link.

Exit Location	Call From ROM Location(s)	Exit Location	Call From ROM Location(s)
41A6H	19ECH	41C4H	0358H
41A9H	27FEH	41C7H	1EA6H
41ACH	1A1CH	41CAH	206FH
41AFH	0368H	41CDH	20C6H
41B2H	1AA1H	41DOH	2103H
41B5H	1AECB	41D3H	2108H and 2141H
41B8H	1AF2H	41D6H	219EH
41BBH	1B8CH and 1DB0H	41DCH	222DH
41BEH	2174H	41DFH	2278H and 2B44H
41C1H	032CH	41E2H	02B2H

First, the program intercepts the DOS link at 41A9H. It performs this task by placing a jump to the desired location and then returning to the Level II BASIC READY routine. Note that a JP 0072H will return to the BASIC READY routine. This jump should always be used whenever a machine language routine is to return to the Level II BASIC command mode. While there are other jumps which return to the Level II BASIC command mode, the jump at 0072H is the only one which is error free. Other jumps may cause a BASIC error.

Whenever a USR command is executed, Level II BASIC immediately calls the DOS link at 41A9H. Because this link has been intercepted, it will cause a jump to 7FCFH. Note that at this point the BASIC program pointer in register pair HL will be pointing to the USR keyword. The new USR routine will start by calling the ROM routine located at 2B01H. This routine performs the following

Bump the BASIC Program Pointer, and evaluate expression address 2B01H.

This routine will increment the value of the BASIC program pointer and will evaluate the expression.

The BASIC program pointer is bumped by RST 0010H until register pair HL points to the first character in the expression. The expression is then evaluated. On exit, register pair DE will hold the 16-bit result and register pair HL points to the character immediately following the expression.

So, after the call 2B01H, register pair DE will hold the starting address. This starting address is then stored in memory location 16526 (408EH). Remember that the normal USR command requires the starting address to be poked at memory locations 16526 and 16527. Thus, the routine has just poked the starting address automatically.

After poking the starting address, the program performs a syntax check. If a comma doesn't follow the expression which was evaluated, an SN ERROR will be issued. Next, the BASIC program pointer, in register pair HL, must be decremented. This is necessary for two reasons. First, the RST 0008H syntax check executes a RST 0010H immediately after the syntax check. Therefore, register pair HL will point to the left parenthesis. Remember that on entry to the DOS link, register pair HL pointed to the USR keyword. So, by decrementing register pair HL, the BASIC program pointer will be adjusted to the correct position which BASIC expects on return from the subroutine.

This procedure demonstrates an important point about the

BASIC program pointer. Whenever a Disk BASIC or DOS link is used, you must consider the consequences of adjusting the BASIC program pointer when writing a routine. If you don't plan ahead, your routine may cause SN errors everytime it is executed.

Listing 3-1

```

7FBB      00100      ORG      7FBBH
7FBB 3EC3      00110  START  LD      A,0C3H
7FBD 32A941    00120      LD      (41A9H),A
7FC0 21CF7F    00130      LD      HL,USR
7FC3 22AA41    00140      LD      (41AAH),HL
7FC6 21DA7F    00150      LD      HL,M1
7FC9 CD752B    00160      CALL    2B75H
7FCC C37200    00170      JP      0072H
7FCF CD012B    00180  USR   CALL    2B01H
7FD2 ED53BE40  00190      LD      (40BEH),DE
7FD6 CF        00200      RST      000BH
7FD7 2C        00210      DEFB    ', '
7FD8 2B        00220      DEC      HL
7FD9 C9        00230      RET
7FDA 45        00240  M1   DEFM    ' ENHANCED USR COMMAND'
7FDB 4E
7FDC 4B
7FDD 41
7FDE 4E
7FDF 43
7FE0 45
7FE1 44
7FE2 20
7FE3 55
7FE4 53
7FE5 52
7FE6 20
7FE7 43
7FEB 4F
7FE9 4D
7FEA 4D
7FEB 41
7FEC 4E
7FED 44
7FEE 0D        00250      DEFB    13
7FEF 42        00260      DEFM    ' BY MARK GOODWIN'
7FF0 59
7FF1 20
7FF2 4D
7FF3 41
7FF4 52
7FF5 4B
7FF6 20
7FF7 47
7FF8 4F
7FF9 4F
7FFA 44
7FFB 57
7FFC 49
7FFD 4E
7FFE 0D        00270      DEFB    13
7FFF 00        00280      DEFB    0
7FBB      00290      END      START
00000 TOTAL ERRORS

M1      7FDA
USR      7FCF
START    7FBB

```

Listing 3-1 Comments

- 100 - Set the starting address for the program.
- 110 - Load register A with a JP op code.
- 120 - Save the JP op code in register A at the first byte of the DOS link.
- 130 - Load register pair HL with the starting address for the new USR routine.
- 140 - Save the starting address for the new USR routine in register pair HL at the second and third bytes of the DOS link.
- 150 - Load register pair HL with the starting address for the message to be displayed.
- 160 - Go display the message.
- 170 - Jump to the Level II BASIC READY routine.
- 180 - Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the integer result in register pair DE.
- 190 - Save the subroutine's starting address in register pair DE.
- 200 - Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
- 210 - The character to be checked for is stored here.
- 220 - Decrement the current BASIC program pointer in register pair HL.
- 230 - Return to the normal Level II BASIC USR routine.
- 240 - Part of the sign-on message is stored here.
- 250 - This will cause a carriage return to be displayed as part of the sign-on message.
- 260 - Part of the sign-on message is stored here.
- 270 - This will cause a carriage return to be displayed as part of the sign-on message.
- 280 - The sign-on message terminator is stored here.
- 290 - End of the program.

USING THIS NEW COMMAND

The enhancement to the USR command can be tested with a machine language subroutine and a BASIC program. Listing 3-2 presents a short machine language subroutine suitable for this demonstration. Before writing a BASIC program to go along with this machine language subroutine, let's first consider what method will be used to interface this subroutine with a BASIC program. First of all, the machine language subroutine is short and doesn't have any zeros. Can you guess which method I chose for interfacing?

Hex	Decimal
CD	205
7F	127
0A	10
29	41
C3	195
9A	154
0A	10

Fig. 3-3. Decimal equivalents for the object code in Listing 3-2.

ing? If you guessed string packing, you're absolutely right. In order to pack the subroutine into a string, we must first determine the object code's decimal equivalent. Figure 3-3 shows the decimal equivalent for the object code. Next, a BASIC program such as the one in Listing 3-3 might be used to pack the string.

Once the string is properly packed, delete lines 35-70 and lines 999-1000. The program should now appear as in Listing 3-4. Now run the program. As you can see, the machine language subroutine simply multiplies the value passed by two. Although this program demonstrates how the enhanced USR command is used, it really doesn't show it's advantages. First the enhanced USR command eliminates the need for having to poke the starting address into memory. This will cause easier program development and faster program execution. One added benefit is also caused by the elimination of the pokes. Elimination of the pokes will reduce memory usage.

Listing 3-2

```

0000 CD7F0A    00100 SUB      CALL    0A7FH
0003 29       00110      ADD    HL,HL
0004 C39A0A    00120      JP     0A9AH
0000          00130      END     SUB
00000 TOTAL  ERROR
SUB      0000

```

Listing 3-2 Comments

- 100 - Go get the value passed.
- 110 - Add the value passed in register pair HL to itself. The result in register pair HL will be the value passed times two.
- 120 - Return to Level II BASIC with the adjusted value in register pair HL.

130 - End of the program.

Listing 3-3

```
10 ' LISTING 3.3
20 ' ENHANCED USR DEMO (BASIC)
30 S$="....."
35 ' PACK THE SUBROUTINE INTO S$
40 FORM=0T06
50 READB
60 I=VARPTR(S$):SA=PEEK(I+2)*256+PEEK(I+1):POKESA+M,B
70 NEXTM:STOP
80 CLS
90 FORN=1T010
100 PRINTN;"* 2 =";
110 I=VARPTR(S$):N1=USRPEEK(I+2)*256+PEEK(I+1),(N)
120 PRINTN1
130 NEXTN
999 END
1000 DATA205,127,10,41,195,154,10
```

Listing 3-4

```
10 ' LISTING 3.4
20 ' ENHANCED USR DEMO (BASIC)
30 S$="+
)ERRDEF$NG
"
80 CLS
90 FORN=1T010
100 PRINTN;"* 2 =";
110 I=VARPTR(S$):N1=USRPEEK(I+2)*256+PEEK(I+1),(N)
120 PRINTN1
130 NEXTN
```

Chapter 4

Below BASIC

Have you ever wondered how some machine language utilities, such as DOS or Disk BASIC, can operate between Level II BASIC and the BASIC program area? Figure 4-1 presents a memory map for Level II BASIC. Note that the BASIC program area immediately follows the Level II BASIC interpreter. Now examine the memory map in Fig. 4-2, which shows how memory would be configured if a DOS or Disk BASIC were present. A DOS or Disk BASIC is loaded into memory immediately following the Level II BASIC interpreter, and the BASIC program area follows the DOS or Disk BASIC in memory.

Wouldn't it be nice to be able to write machine language subroutines that could reside in this area of memory between the Level II BASIC interpreter and the BASIC program area? Well, it is really quite simple to do. All that has to be done is to tell the Level II BASIC interpreter that the BASIC program area will be located higher in memory than usual.

MOVING THE BASIC PROGRAM AREA

In order to make a program operate below the BASIC program area, Level II BASIC must be told where the new BASIC program area will reside. The obvious place for it is immediately following the machine language subroutine. The new start of the BASIC program area must be stored at memory location 40A4H. Memory

0000H	Level II Basic
42E8H	
42E9H	Program Area
	Simple Variables
	Array Variables
	Free Memory
	Stack
	String Space
	Reserved Memory (If any)
7FFFH	End of Memory - 16K
BFFFH	End of Memory - 32K
FFFFH	End of Memory - 48K

Fig. 4-1. Level II BASIC memory map.

location 40A4H is used by Level II BASIC to point to the first byte available for BASIC program material.

One more point must be taken into consideration. The byte immediately preceding the start of the BASIC program area must

0000H	Level II BASIC
42E8H	
42E9H	DOS
	Disk BASIC
	Program Area
	Simple Variables
	Array Variables
	Free Memory
	Stack
	String Space
	Reserved Memory (If any)
7FFFH	End of Memory - 16K
BFFFH	End of Memory - 32K
FFFFH	End of Memory - 48K

Fig. 4-2. Disk BASIC memory map.

always equal zero (00H). The following example can be used to meet the above conditions.

```

;INITIALIZE NEW START OF BASIC

        LD        HL,BASIC  ;POINT TO LAST BYTE
                           OF PROGRAM
        LD        (HL),0    ;ZERO THIS BYTE

        INC       HL        ;BUMP POINTER

        LD        (40A4H),HL;SAVE BASIC START

        .
        .
        .

BASIC    DEFB        0

        END

```

Next the string space pointer must be reset in order to assure proper Level II BASIC operation. The string space pointer can be reset by calling the ROM routine at 1E83H.

Reset String Space Pointer, address 1E83H. On entry to this routine, register pair DE holds the number of bytes to be reserved as string space. The routine will reserve the amount of string space specified and reset the string space pointer to it's proper position. Level II BASIC reserves 50 bytes of string space on initialization. The following example meets both of these criteria.

```

;RESET THE STRING SPACE POINTER

;AND RESERVE 50 BYTES FOR STRING SPACE

        LD        DE,50    ;NUMBER OF BYTES

        CALL      1E83H    ;GO TO ROUTINE

```

One last thing must be done for proper operation of Level II BASIC. The simple variables pointer, the array variables pointer, the free space pointer, and other miscellaneous pointers must be reset. This is easily accomplished by calling the ROM routine located at 1B4DH.

After these steps have been completed in their proper order, Level II BASIC will function properly with the machine language

subroutine imbedded between the Level II BASIC interpreter and the BASIC program area. The short program listing in Fig. 4-3 presents all steps necessary to write programs in this manner.

TABBING BEYOND 63

Before trying to write your own program using this method, it may be best to study the example presented in Listing 4-1. The

```
;INSERT YOUR OWN MATERIAL WHERE INDICATED

      ORG      42E9H

START  CALL    01C9H      ;CLEAR THE SCREEN
      LD      HL,M1      ;POINT TO MESSAGE
      CALL    2B75H      ;DISPLAY MESSAGE
      LD      HL,BASIC   ;POINT TO BASIC START
      LD      (HL),0     ;ZERO IT
      LD      (40A4H),HL ;SAVE BASIC START
      LD      DE,50      ;# OF BYTES TO RESERVE
      CALL    1E83H      ;RESET STRING SPACE
      CALL    1B4DH      ;RESET BASIC POINTERS

;INSERT ANY DISK BASIC OR DOS LINKS HERE

      .
      .
      .
      JP      0072H      ;RETURN TO LEVEL II

;INSERT ANY PROGRAM MATERIAL HERE

      .
      .
M1     DEFM    'INSERT SIGN ON MESSAGE HERE'
      .
      .
      .
BASIC  DEFB    0
      END      START
```

Fig. 4-3. Below BASIC.

program enhances the Level II TAB command so that it will permit TABs greater than 63 on the printer. If your computer has the newer Level II BASIC ROMs, this TAB extender isn't necessary; but you should study the program to better understand this Below BASIC interfacing method.

The program starts by clearing the screen and displaying a sign-on message. Next, the program sets the start of the BASIC program area to the end of the TAB enhancer program. String space is reserved and the pointers are reset. Then, the program links with the TAB routine via the DOS link located at 41D3H. Once this link is set, program control is returned to Level II BASIC.

Now that the program is linked with Level II BASIC, every time a TAB statement is encountered, the Level II BASIC interpreter will branch to the machine language subroutine via the DOS link. The subroutine first checks to see if the current output device is the printer. This is accomplished by loading the contents of 409CH, the current output device flag, into register A. Next, register A is ORed with itself to set the flags. This causes a RET M if the cassette is the current output device and a RET Z if the video display is the current output device.

DOS link 41D3H is called from two locations. These locations are 2108H and 2141H. The TAB command calls this DOS link from 2141H. Therefore, the return address must be checked to insure that the DOS link was called from 2141H and not from 2108H. If the DOS link was called from 2108H, the return address on the stack will be 210BH. Note that the MSB for both calls is 21H. Therefore, it is only necessary to check the LSB of the return address. If the LSB of the return address is equal to 0BH, the subroutine will return to the Level II BASIC routine which called the DOS link.

Once the return address has been checked for its proper value, the subroutine discards the return address. The return address can be discarded because program control will be returned to the Level II BASIC interpreter by a JP 214EH. Next, the BASIC program pointer is taken off the stack and placed in register pair HL. On entry to the DOS link, it points past the TAB(N) statement. Therefore, it is necessary to back up the pointer to the TAB(keyword. Because BASIC stores keywords in memory as one byte values, the program searches for a byte equal to BCH. BCH is the value Level II BASIC gives to TAB(. Once the TAB(keyword is located, the subroutine evaluates the TAB position by calling the ROM routine located at 2B1BH and places the result in register A.

Evaluate Expression, address 2B1BH. This rou-

tine first bumps the BASIC program pointer to the first character of the expression via the RST 0010H. The expression is then evaluated and the 8-bit result is returned in register A. On exit, the BASIC program pointer in register pair HL, will point to the byte immediately following the expression.

The TAB is transferred from register A to register E because, upon return to Level II BASIC, the TAB(N) command will expect the TAB position to be in register E. Next a syntax check is made. Then, the BASIC program pointer is decremented and placed on the stack. Control is then returned to Level II BASIC, by a JP 214EH.

Program Listing 4-2 is a short BASIC program which will test the TAB enhancer program. Note that with the TAB enhancer program, Level II BASIC will do any TAB from 0 to 255 on a printer.

Listing 4-1

42E9	00100	ORG	42E9H
42E9 CDC901	00110	START CALL	01C9H
42EC 213343	00120	LD	HL,M1
42EF CD752B	00130	CALL	2B75H
42F2 215143	00140	LD	HL,BASIC
42F5 3600	00150	LD	(HL),0
42F7 23	00160	INC	HL
42F8 22A440	00170	LD	(40A4H),HL
42FB 113200	00180	LD	DE,50
42FE CD831E	00190	CALL	1E83H
4301 CD4D1B	00200	CALL	1B4DH
4304 3EC3	00210	LD	A,0C3H
4306 32D341	00220	LD	(41D3H),A
4309 211243	00230	LD	HL,TAB
430C 22D441	00240	LD	(41D4H),HL
430F C37200	00250	JP	0072H
4312 3A9C40	00260	TAB LD	A,(409CH)
4315 B7	00270	OR	A
4316 FB	00280	RET	M
4317 C8	00290	RET	Z
4318 E3	00300	EX	(SP),HL
4319 3E0B	00310	LD	A,0BH
431B BD	00320	CP	L
431C 2002	00330	JR	NZ,TAB1
431E E3	00340	EX	(SP),HL
431F C9	00350	RET	
4320 E1	00360	TAB1 POP	HL
4321 E1	00370	POP	HL
4322 2B	00380	TAB2 DEC	HL
4323 7E	00390	LD	A,(HL)
4324 FEBC	00400	CP	0BCH
4326 20FA	00410	JR	NZ,TAB2
432B CD1B2B	00420	CALL	2B1BH
432B 5F	00430	LD	E,A
432C CF	00440	RST	000BH
432D 29	00450	DEFB	') '
432E 2B	00460	DEC	HL
432F E5	00470	PUSH	HL
4330 C34E21	00480	JP	214EH
4333 54	00490	M1 DEFM	' TAB EXTENDER'

```

4334 41
4335 42
4336 20
4337 45
4338 58
4339 54
433A 45
433B 4E
433C 44
433D 45
433E 52
433F 0D          00500          DEFB      13
4340 42          00510          DEFM      'BY MARK GOODWIN'
4341 59
4342 20
4343 4D
4344 41
4345 52
4346 4B
4347 20
4348 47
4349 4F
434A 4F
434B 44
434C 57
434D 49
434E 4E
434F 0D          00520          DEFB      13
4350 00          00530          DEFB      0
4351 00          00540 BASIC    DEFB      0
42E9          00550          END      START
00000 TOTAL ERRORS

TAB2      4322
TAB1      4320
TAB        4312
BASIC     4351
M1        4333
START     42E9

```

Listing 4-1 Comments

- 100 - Set the program's starting address to the normal start of the BASIC program area.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Load register pair HL with the end of the TAB enhancer program.
- 150 - Zero the address at the location of the start of the BASIC program area pointer in register pair HL.
- 160 - Bump the start of the BASIC program area pointer in register pair HL.
- 170 - Save the start of the BASIC program area pointer in register pair HL.
- 180 - Load register pair DE with the number of bytes to be reserved as string space.

- 190 - Go reserve string space and reset the string space pointer.
- 200 - Go reset the BASIC pointers and variables.
- 210 - Load register A with a JP op code.
- 220 - Save the JP op code in register A as the first byte of the DOS link.
- 230 - Load register pair HL with the starting address of the TAB enhancer program.
- 240 - Save the starting address of the TAB enhancer program in register pair HL as the second and third bytes of the DOS link.
- 250 - Jump to the Level II BASIC READY routine.
- 260 - Load register A with the current output device code.
- 270 - Set the flags according to the current output device code in register A.
- 280 - Return if the current output device is the cassette.
- 290 - Return if the current output device is the video display.
- 300 - Exchange the value in register pair HL with the return address on the stack.
- 310 - Load register A with the LSB of the return address to check for.
- 320 - Check to see if the return address to be checked for in register A is the same as the LSB of the return address in register L.
- 330 - Jump if the LSB of the return address in register L doesn't match the value in register A.
- 340 - Exchange the return address in register pair HL with value on the stack.
- 350 - Return.
- 360 - Get the value from the stack and put it in register pair HL.
- 370 - Get the correct BASIC program pointer from the stack and put in register pair HL.
- 380 - Decrement the current BASIC program pointer in register pair HL.
- 390 - Load register A with the character at the location of the current BASIC program pointer in register pair HL.
- 400 - Check to see if the character in register A is a TAB(keyword.
- 410 - Jump if the character in register A isn't a TAB(keyword.
- 420 - Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the 8-bit result in register A.
- 430 - Load register E with the TAB value in register A.

- 440 - Go check the syntax. The byte at the location of the current BASIC program pointer in register pair HL must be a).
- 450 - The character to be checked for is stored here.
- 460 - Decrement the current BASIC program pointer in register pair HL.
- 470 - Save the current BASIC program pointer in register pair HL on the stack.
- 480 - Jump to the Level II BASIC TAB routine.
- 490 - Part of the sign-on message is stored here.
- 500 - This will display a carriage return as part of the sign-on message.
- 510 - Part of the sign-on message is stored here.
- 520 - This will display a carriage return as part of the sign-on message.
- 530 - The sign-on message terminator is stored here.
- 540 - The new start of the BASIC program area will start here.
- 550 - End of the program.

Listing 4-2

```
10 ' LISTING 4.2
20 ' TAB EXTENDER DEMO
30 FORN=0TO131
40 LPRINTTAB(N) "*"
50 NEXTN
```

Chapter 5

Adding New BASIC Commands

Although the Disk BASIC links can be used to add new commands, the name of a new command is limited to the names for the existing Disk BASIC commands. Wouldn't it be nice to be able to use SOUND as the name for the new BASIC command which would send sound out the cassette port? This chapter presents a method that enables you to add new BASIC commands and give these new commands any name you desire. Although this method does have a few limitations, it is preferable to other methods for adding new BASIC commands.

INTERCEPTING ERRORS

This method uses a DOS link at 41A6H. This DOS link is called by the Level II BASIC error routine. It's primary function is to branch to Disk BASIC so that Disk BASIC can display spelled-out error messages. On entry to this DOS link, register E holds the error code. The routine must check this error code to see if a syntax error has occurred. Register E must be checked for the syntax error code because using a new name for a BASIC command which isn't part of the reserved words list will cause a syntax error. Try typing DSET(0,16) followed by pressing ENTER on your computer. You will get a syntax error everytime it is entered. Therefore, the program must check for a syntax error. If an error occurs and it isn't a syntax error, the program will have to return from the DOS link without any further processing. If a syntax error does occur, regis-

ter E will be equal to two. A routine which would handle the above check could be written like this.

```

        PUSH      AF          ;SAVE AF
        LD        A,E         ;PUT ERROR CODE IN A
        CP        2          ;CHECK FOR SN ERROR
        JR        NZ,NOSN    ;IF NOT THEN RETURN
        .
        .
        .
NOSN    POP        AF          ;GET AF
        RET                          ;RETURN FROM DOS LINK

```

Once it has been determined that a syntax error has occurred, the program must check the syntax error to see if it is one of the new commands. Memory location 40E6H contains the position of the BASIC program pointer just before the error occurred. The program pointer will point to one of the two possibilities as shown in Fig. 5-1.

As shown in Fig. 5-1, if the syntax error occurred at the start of the new line; memory location 40E6H will point to the end of the last BASIC line. Therefore, the value contained in memory location 40E6H must be incremented by four to point to the byte immediately preceding the error. If the error occurs inside of a BASIC program line, memory location 40E6H will already be pointing to the byte immediately preceding the error.

Once the error location has been determined, the syntax error must be checked to see if it matches a new command. If you were going to add just one new command, a simple byte by byte compari-

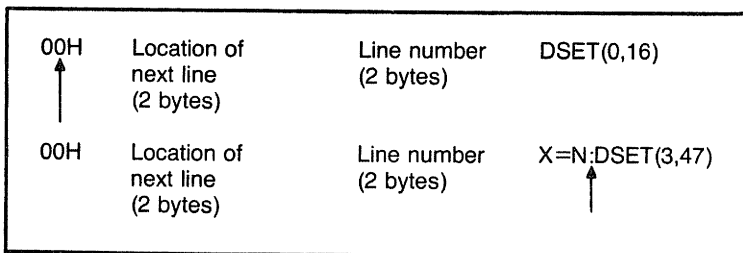


Fig. 5-1. BASIC program pointer positions.

son would be the easiest method to use for the syntax check. If more than one command is to be added, a table search would probably be the best method.

If the syntax error matches a new command, the program should jump to the proper function. Also, the program should set memory location 409AH to zero. Memory location 409AH is used by Level II BASIC as an error flag. To return to Level II BASIC after the error, the return address should be removed from the stack and a JP 1D1EH should be used.

If the syntax error doesn't match a new command, the program should return to the ERROR routine via the DOS link return address on the stack.

DOUBLE WIDTH GRAPHICS

The next program adds two new commands to Level II BASIC. These commands enable the use of double width graphics. The syntax for these two new commands and the new ROM routines are as follows.

DSET(X,Y). This command will set a double width graphics point on the video display at the coordinates specified by X and Y.

X must be ≥ 0 and ≤ 63 .

Y must be ≥ 0 and ≤ 47 .

For example 10 DSET(0,32) would be the same as
10 SET(0,32):SET(1,32).

DRESET(X,Y). This command will reset a double width graphics point on the video display at the coordinates specified by X and Y.

X must be ≥ 0 and ≤ 63

Y must be ≥ 0 and ≤ 47

For example, 10 DRESET(5,16) is the same as
10 RESET(10,16):RESET(11,16).

Evaluate Expression, address 2B1CH. This routine evaluates the expression at the current location of the BASIC program pointer in register pair HL. The 8-bit result is returned in register A. On exit, the BASIC program pointer will point to the byte immediately following the expression.

Check Syntax and Evaluate Expression, address 2B17H. This routine will first do a syntax check before

evaluating the expression. The expression must be preceded by a comma or a syntax error will result. The rest of the routine functions the same as the ROM routine at 2B1CH described above.

FC ERROR Routine, address 1E4AH. This routine will jump to the Level II BASIC error routine and output a FC ERROR message.

Graphics, address 0150H. This routine will perform the SET, RESET, and POINT graphic functions. On entry, the stack should have the following values:

1. The return address
2. The graphic flag—00H POINT, 01H RESET and 80H SET
3. The X value

Register A should hold the Y value. Register pair HL should point to a) character because this routine will perform a syntax check upon completion. Memory location 018DH is equal to a) character, so register pair HL should point to this location. The following example illustrates these points.

```
;SET(1,30)

      LD      HL,END      ;POINT TO RETURN ADDRESS
      PUSH   HL           ;PUT IT ON STACK

      LD      A,80H       ;A=SET MODE
      PUSH   AF           ;PUT IT ON STACK

      LD      A,1         ;A=X VALUE
      PUSH   AF           ;PUT IT ON STACK

      LD      A,30        ;A=Y VALUE
      LD      HL,018DH    ;HL=DUMMY PROGRAM POINTER
      JP     0150H        ;GO DO GRAPHICS

END                                     ;RETURN HERE ON COMPLETION
```

The program in Listing 5-1 uses a table search for syntax checks. Note that the commands are not searched for a DSET and DRESET. This is because both new commands contain reserved words and the BASIC interpreter will store all keywords as one byte values. So whenever a new command uses a reserved word in

it's syntax, the one byte value must be compared for proper checking. Also, reserved words can't be used to start a new command name. Such words as SETS and PUTON would be illegal uses of reserved words.

As mentioned at the start of this chapter, there are a few limitations with this method. The reserved word limitation is one and the IF.THEN.ELSE structure is another. The newly created words cannot be used inside of the IF.THEN.ELSE statements as this example shows.

This would not work properly.

```
100 IFX=1THENDSET(1,0)ELSE DRESET(1,0)
```

But this would be alright.

```
100 IFX=1THEN110ELSE120
110 DSET(1,0):GOTO130
120 DRESET(1,0)
```

Finally, Listing 5-2 presents a program which will demonstrate the use of DSET and DRESET. Although Listing 5-1 only adds two new commands, it is easily modified to add more.

Listing 5-1

42E9	00100	ORG	42E9H
42E9 CDC901	00110 START	CALL	01C9H
42EC 21CA43	00120	LD	HL, M1
42EF CD752B	00130	CALL	2B75H
42F2 21F143	00140	LD	HL, BASIC
42F5 3600	00150	LD	(HL), 0
42F7 23	00160	INC	HL
42F8 22A440	00170	LD	(40A4H), HL
42FB 113200	00180	LD	DE, 50
42FE CD831E	00190	CALL	1E83H
4301 CD4D1B	00200	CALL	1B4DH
4304 3EC3	00210	LD	A, 0C3H
4306 32A641	00220	LD	(41A6H), A
4309 211243	00230	LD	HL, DOUBLE
430C 22A741	00240	LD	(41A7H), HL
430F C37200	00250	JP	0072H
4312 F5	00260 DOUBLE	PUSH	AF
4313 7B	00270	LD	A, E
4314 FE02	00280	CP	2
4316 2060	00290	JR	NZ, NOSN
4318 E5	00300	PUSH	HL
4319 D5	00310	PUSH	DE
431A 2AE640	00320	LD	HL, (40E6H)
431D AF	00330	XOR	A
431E BE	00340	CP	(HL)
431F 2004	00350	JR	NZ, DOU1
4321 23	00360	INC	HL
4322 23	00370	INC	HL

4323	23	00380		INC	HL
4324	23	00390		INC	HL
4325	D7	00400	DOU1	RST	0010H
4326	22C243	00410		LD	(V1), HL
4329	32C843	00420		LD	(V4), A
432C	216C43	00430		LD	HL, TABLE
432F	010A00	00440		LD	BC, 10
4332	EDB1	00450	L1	CPJR	
4334	2040	00460		JR	NZ, SNE
4336	22C443	00470		LD	(V2), HL
4339	ED43C643	00480		LD	(V3), BC
433D	EB	00490		EX	DE, HL
433E	2AC243	00500		LD	HL, (V1)
4341	23	00510	L2	INC	HL
4342	1A	00520		LD	A, (DE)
4343	BE	00530		CP	(HL)
4344	200B	00540		JR	NZ, L3
4346	13	00550		INC	DE
4347	1A	00560		LD	A, (DE)
4348	FE00	00570		CP	0
434A	2B0E	00580		JR	Z, L4
434C	18F3	00590		JR	L2
434E	2AC443	00600	L3	LD	HL, (V2)
4351	ED4BC643	00610		LD	BC, (V3)
4355	3ACB43	00620		LD	A, (V4)
4358	18DB	00630		JR	L1
435A	22E640	00640	L4	LD	(40E6H), HL
435D	EB	00650		EX	DE, HL
435E	23	00660		INC	HL
435F	5E	00670		LD	E, (HL)
4360	23	00680		INC	HL
4361	56	00690		LD	D, (HL)
4362	EB	00700		EX	DE, HL
4363	F1	00710		POP	AF
4364	F1	00720		POP	AF
4365	F1	00730		POP	AF
4366	F1	00740		POP	AF
4367	AF	00750		XOR	A
4368	329A40	00760		LD	(409AH), A
436B	E9	00770		JP	(HL)
436C	44	00780	TABLE	DEFB	'D'
436D	83	00790		DEFB	83H
436E	00	00800		DEFB	0
436F	7E43	00810		DEFW	DON
4371	44	00820		DEFM	'D'
4372	82	00830		DEFB	82H
4373	00	00840		DEFB	0
4374	7A43	00850		DEFW	DOFF
4376	D1	00860	SNE	POP	DE
4377	E1	00870		POP	HL
437B	F1	00880	NOSN	POP	AF
4379	C9	00890		RET	
437A	3E01	00900	DOFF	LD	A, 01H
437C	1802	00910		JR	GR3
437E	3E80	00920	DON	LD	A, 80H
4380	32C943	00930	GR3	LD	(GFLAG), A
4383	2AE640	00940		LD	HL, (40E6H)
4386	D7	00950		RST	0010H
4387	CF	00960		RST	000BH
4388	28	00970		DEFB	' ('
4389	CD1C2B	00980		CALL	2B1CH
438C	FE40	00990		CP	64
438E	D24A1E	01000		JP	NC, 1E4AH
4391	F5	01010		PUSH	AF
4392	CD172B	01020		CALL	2B17H
4395	FE30	01030		CP	4B
4397	D24A1E	01040		JP	NC, 1E4AH
439A	F5	01050		PUSH	AF

439B	CDBC01	01060	CALL	018CH
439E	F1	01070	POP	AF
439F	5F	01080	LD	E,A
43A0	F1	01090	POP	AF
43A1	B7	01100	ADD	A,A
43A2	57	01110	LD	D,A
43A3	E5	01120	PUSH	HL
43A4	D5	01130	PUSH	DE
43A5	3AC943	01140	LD	A,(GFLAG)
43AB	CDB943	01150	CALL	GRAPH
43AB	D1	01160	POP	DE
43AC	14	01170	INC	D
43AD	3AC943	01180	LD	A,(GFLAG)
43B0	CDB943	01190	CALL	GRAPH
43B3	E1	01200	POP	HL
43B4	2B	01210	DEC	HL
43B5	D7	01220	RST	0010H
43B6	C31E1D	01230	JP	1D1EH
43B9	F5	01240	PUSH	AF
43BA	D5	01250	PUSH	DE
43BB	7B	01260	LD	A,E
43BC	218D01	01270	LD	HL,018DH
43BF	C35001	01280	JP	0150H
43C2	0000	01290	DEFW	0
43C4	0000	01300	DEFW	0
43C6	0000	01310	DEFW	0
43CB	00	01320	DEFB	0
43C9	00	01330	DEFB	0
43CA	44	01340	DEFM	'DOUBLE WIDTH GRAPHICS'
43CB	4F			
43CC	55			
43CD	42			
43CE	4C			
43CF	45			
43D0	20			
43D1	57			
43D2	49			
43D3	44			
43D4	54			
43D5	48			
43D6	20			
43D7	47			
43D8	52			
43D9	41			
43DA	50			
43DB	48			
43DC	49			
43DD	43			
43DE	53			
43DF	0D	01350	DEFB	13
43E0	42	01360	DEFM	'BY MARK GOODWIN'
43E1	59			
43E2	20			
43E3	4D			
43E4	41			
43E5	52			
43E6	4B			
43E7	20			
43E8	47			
43E9	4F			
43EA	4F			
43EB	44			
43EC	57			
43ED	49			
43EE	4E			
43EF	0D	01370	DEFB	13
43F0	00	01380	DEFB	0
43F1	00	01390	DEFB	0

42E9	01400	END	START
00000	TOTAL ERRORS		
GRAPH	43B9		
GFLAG	43C9		
GR3	4380		
DOFF	437A		
DON	437E		
L4	435A		
L3	434E		
L2	4341		
V3	43C6		
V2	43C4		
SNE	4376		
L1	4332		
TABLE	436C		
V4	43C8		
V1	43C2		
DOU1	4325		
NOSN	4378		
DOUBLE	4312		
BASIC	43F1		
M1	43CA		
START	42E9		

Listing 5-1 Comments

- 100 - Set the starting address to the normal start of the BASIC program area.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Load register pair HL with the ending address of the program.
- 150 - Zero the location of the start of the BASIC program area in register pair HL.
- 160 - Bump the start of the BASIC program area pointer in register pair HL.
- 170 - Save the start of the BASIC program area pointer in register pair HL.
- 180 - Load register pair DE with the number of bytes to be reserved for string space.
- 190 - Go reserve string space and reset the string space pointer.
- 200 - Go reset the BASIC pointers and variables.
- 210 - Load register A with a JP op code.
- 220 - Save the JP op code in register A as the first byte of the DOS link.
- 230 - Load register pair HL with the starting address of the double width graphics routine.
- 240 - Save the starting address of the double width graphics

routine in register pair HL as the second and third bytes of the DOS link.

- 250 - Jump to the Level II BASIC READY routine.
- 260 - Save the value in register pair AF on the stack.
- 270 - Load register A with the error code in register E.
- 280 - Check to see if the error code in register A is a syntax error code.
- 290 - Jump if the error code in register A isn't a syntax error code.
- 300 - Save the value in register pair HL on the stack.
- 310 - Save the value in register pair DE on the stack.
- 320 - Load register pair HL with the syntax error location.
- 330 - Zero register A.
- 340 - Check to see if the character at the location of the current BASIC program pointer in register pair HL is equal to zero.
- 350 - Jump if the character at the location of the current BASIC program pointer in register pair HL isn't equal to zero.
- 360 - Bump the current BASIC program pointer in register pair HL.
- 370 - Bump the current BASIC program pointer in register pair HL.
- 380 - Bump the current BASIC program pointer in register pair HL.
- 390 - Bump the current BASIC program pointer in register pair HL.
- 400 - Go bump the current BASIC program pointer in register pair HL till it points to the next character.
- 410 - Save the current BASIC program pointer in register pair HL.
- 420 - Save the character at the location of the current BASIC program pointer in register A.
- 430 - Load register pair HL with the starting address of the command jump table.
- 440 - Load register pair BC with the length of the command jump table.
- 450 - Go search for the character in register A in the command jump table.
- 460 - Jump if the character in register A wasn't found in the command jump table.
- 470 - Save the current command jump table pointer in register pair HL.
- 480 - Save the remaining length of the command jump table in register pair BC.

- 490 - Load register pair DE with the current command jump table pointer in register pair HL.
- 500 - Load register pair HL with the current BASIC program pointer.
- 510 - Bump the current BASIC program pointer in register pair HL.
- 520 - Load register A with the character at the location of the current command jump table pointer in register pair DE.
- 530 - Check to see if the character at the location of the current BASIC program pointer in register pair HL matches the character at the location of the current jump table pointer in register A.
- 540 - Jump if the character at the location of the current BASIC program pointer in register pair HL doesn't match the character at the location of the current jump table pointer in register A.
- 550 - Bump the current command jump table pointer in register pair DE.
- 560 - Load register A with the character at the location of the command jump table pointer in register pair DE.
- 570 - Check to see if the character at the location of the command jump table pointer in register A is equal to zero.
- 580 - Jump if the character at the location of the command jump table pointer in register A is equal to zero.
- 590 - Continue comparison.
- 600 - Load register pair HL with the current command jump table pointer.
- 610 - Load register pair BC with the remaining length of the command jump table to be searched.
- 620 - Load register A with the character to be searched for.
- 630 - Jump.
- 640 - Save the current BASIC program pointer in register pair HL.
- 650 - Load register pair HL with the current command jump table pointer in register pair DE.
- 660 - Bump the current command jump table pointer in register pair HL.
- 670 - Load register E with the LSB of the jump address at the location of the command jump table pointer in register pair HL.
- 680 - Bump the command jump table pointer in register pair HL.
- 690 - Load register D with the MSB of the jump address at the

location of the command jump table pointer in register pair HL.

- 700 - Load register pair HL with the jump address in register pair DE.
- 710 - Clean up the stack.
- 720 - Clean up the stack.
- 730 - Clean up the stack.
- 740 - Clean up the stack.
- 750 - Zero register A.
- 760 - Clear the Level II BASIC error flag.
- 770 - Jump to the command's starting address in register pair HL.
- 780 - Part of the DSET command is stored here.
- 790 - Part of the DSET command is stored here.
- 800 - The DSET command terminator is stored here.
- 810 - The DSET command starting address is stored here.
- 820 - Part of the DRESET command is stored here.
- 830 - Part of the DRESET command is stored here.
- 840 - The DRESET command terminator is stored here.
- 850 - The DRESET command starting address is stored here.
- 860 - Get the value from the stack and put it in register pair DE.
- 870 - Get the value from the stack and put it in register pair HL.
- 880 - Get the value from the stack and put it in register pair AF.
- 890 - Return.
- 900 - Load register A with the RESET flag.
- 910 - Jump.
- 920 - Load register A with the SET flag.
- 930 - Save the graphic flag in register A.
- 940 - Load register pair HL with the current BASIC program pointer.
- 950 - Bump the current BASIC program pointer in register pair HL till it points to the next character.
- 960 - Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a (.
- 970 - The character to be checked for is stored here.
- 980 - Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the X value in register A.
- 990 - Check to see if the X value in register A is greater than 63.
- 1000 - Go to the Level II BASIC error routine and output a FC ERROR message, if the X value in register A is greater than 63.

- 1010 - Save the X value in register A on the stack.
- 1020 - Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the Y value in register A.
- 1030 - Check to see if the Y value in register A is greater than 47.
- 1040 - Go to the Level II BASIC error routine and output a FC ERROR message, if the Y value in register A is greater than 47.
- 1050 - Save the Y value in register A on the stack.
- 1060 - Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
- 1070 - Get the Y value from the stack and put it in register A.
- 1080 - Load register E with the Y value in register A.
- 1090 - Get the X value from the stack and put it in register A.
- 1100 - Multiply the X value in register A by two.
- 1110 - Load register D with the X value in register A.
- 1120 - Save the current BASIC program pointer in register pair HL on the stack.
- 1130 - Save the X and Y values in register pair DE on the stack.
- 1140 - Load register A with the graphic flag.
- 1150 - Go do the graphics.
- 1160 - Get the X and Y values from the stack and put it in register pair DE.
- 1170 - Bump the X value in register D.
- 1180 - Load register A with the graphic flag.
- 1190 - Go do the graphics.
- 1200 - Get the current BASIC program pointer from the stack and put it in register pair HL.
- 1210 - Decrement the current BASIC program pointer in register pair HL.
- 1220 - Bump the current BASIC program pointer in register pair HL till it points to the next character.
- 1230 - Jump to Level II BASIC.
- 1240 - Save the graphic flag in register A on the stack.
- 1250 - Save the X value in register D on the stack.
- 1260 - Load register A with the Y value in register E.
- 1270 - Load register pair HL with the dummy BASIC program pointer.
- 1280 - Jump to the Level II BASIC graphics routine.
- 1290 - A value from the command jump table search will be stored here.

- 1300 - A value from the command jump table search will be stored here.
- 1310 - A value from the command jump table search will be stored here.
- 1320 - A value from the command jump table search will be stored here.
- 1330 - The graphic flag will be stored here.
- 1340 - Part of the sign-on message is stored here.
- 1350 - This will display a carriage return as part of the sign-on message.
- 1360 - Part of the sign-on message is stored here.
- 1370 - This will display a carriage return as part of the sign-on message.
- 1380 - The sign-on message terminator is stored here.
- 1390 - The BASIC program area will start here.
- 1400 - End of the program.

Listing 5-2

```
0 ' LISTING 5.2
10 ' DOUBLE WIDTH GRAPHICS DEMO
15 CLS
20 FORX=0TO63
30 FORY=0TO47STEP2
40 DSET(X,Y)
50 NEXTY
60 NEXTX
70 FORX=0TO63
80 FORY=0TO47
90 IFPOINT(X*2,Y) THEN100ELSE110
100 DRESET(X,Y):GOTO120
110 DSET(X,Y)
120 NEXTY
130 NEXTX
140 GOTO70
```

Chapter 6

Programmable Shift Key Entries

On the Model I, the keyboard, the video display, and the printer are all controlled by device control blocks. These device control blocks are used by Level II BASIC to branch to the appropriate driver routines and to hold data relating to each device. The driver routine for each device is a program which handles the input or output for the device. This chapter describes how the keyboard driver can be intercepted to allow for modification of the driver routine.

THE KEYBOARD DEVICE CONTROL BLOCK

The keyboard device control block is shown in Fig. 6-1 as it appears in memory. The keyboard driver address is shown as 03E3H. By placing a new address in memory location 4016H, Level II BASIC will branch to a new driver routine. The next program presents a way to modify the keyboard driver to provide programmable shift key entries. Shift key entries provide for faster program development by allowing you to enter a string of characters simply by holding the shift key down and pressing any key from A to Z.

Figure 6-2 lists the shift key entries, as they are initialized by the program. The program also makes use of the following three Disk BASIC links:

LSET. This command turns the shift key entries off thus allowing for normal keyboard operation. To use, simply type LSET and press ENTER.

4015H - Device type: 1
 4016H - Driver address (with Level II BASIC this is 03E3H)
 4018H - Not used
 4019H - Not used
 401AH - Not used
 401BH - RAM Buffer Address

Fig. 6-1. Keyboard device control block.

RSET. This command turns the shift key entries on. To use, simply type RSET and press ENTER.

CMDletter=string. This command is used to change the value of a shift key entry. The shift key entry to

A - STRING\$(B - INT(
C - CHR\$(D - DATA
E - ELSE	F - LEFT\$(
G - GOTO	H - RIGHT\$(
I - INPUT	J - INKEY\$
K - RUN ENTER	L - LIST
M - MID\$(N - NEXT
O - ASC(P - LPRINT
Q - SYSTEM ENTER	R - RETURN
S - GOSUB	T - THEN
U - USING	V - VAL(
W - RND(X - STR\$(
Y - LEN(Z - EDIT

Fig. 6-2. The shift key entries.

be changed is specified by 'letter' and must be any letter from A to Z. The value of the shift key entry will be changed to the string, which can be any Level II BASIC string. Some examples follow.

```
CMDA="AUTO"
```

```
CMDM=STRING$(31,191)
```

The string must not be any more than 32 characters in length. If the string is more than 32 characters in length, the shift key entry value will be set to the first 32 characters of the string.

THE SHIFT KEY PROGRAM

Let's examine the program in Listing 6-1. The program starts by moving the start of the BASIC program area above the shift key entry program. Next, the three Disk BASIC commands are linked with the program. The keyboard driver address is loaded into register pair HL and saved as part of the program. The RSET function is then called to initialize the shift key entries. Program control is then returned to Level II BASIC.

The LSET command turns off the shift key entries by first saving the BASIC program pointer. Then, the old keyboard driver address is retrieved and placed in the keyboard device control block. The BASIC program pointer is retrieved and program control is returned to Level II BASIC.

The RSET command turns on the shift key entries by first saving the BASIC program pointer. Then, the new keyboard driver address is stored in the keyboard device control block. The BASIC program pointer is retrieved and program control is returned to Level II BASIC.

CMD changes a shift key entry by first checking the character pointed to by register pair HL. If the character is less than an A or the character is greater than a Z, program control will be passed to the FC ERROR routine.

Next, 65 is subtracted from the character pointed to by register pair HL. This gives the program an offset of from 0 to 25. This value is then multiplied by 2 in order to give the program a two byte offset. This offset is placed in register pair DE.

The BASIC program pointer is saved on the stack and register pair HL is loaded with the location of the shift key entry table. Register pairs HL and DE are then added resulting in register pair HL pointing to the storage location of the shift key entry to be

changed. This address is loaded into register pair DE and saved. The BASIC program pointer is retrieved from the stack. Register pair HL is incremented until it points to the next character.

A syntax check is done to check for the = sign. Note that Level II BASIC treats = as a BASIC keyword and that all ='s are stored as D5H in memory. The number type flag is then set to a string. The string expression is evaluated by calling the ROM routine at 2337H. ROM routine 2337H performs as follows.

Evaluate Expression, address 2337H. This routine evaluates the expression at the location of the current BASIC program pointer in register pair HL. The result is returned in REG1. On exit, the BASIC program pointer will be pointing to the byte immediately following the expression.

The number type flag is then checked to make sure that the expression was a string. RST 0020H is used to perform this function. This ROM routine functions as follows:

Test the Number Type Flag, RST 0020H. This routine tests the number type flag to determine the current type of value in REG1. The flags register and register A will be as follows on exit:

	FLAGS	REGISTER A
INTEGER	NZ/C/M/E	-1
STRING	Z/C/P/E	0
SINGLE	NZ/C/P/O	1
DOUBLE	NZ/NC/P/E	5

Once this check is completed, program control is passed to the TM ERROR routine if the number type flag is any other value except a string. Once the string has been correctly evaluated, memory location 4121H will hold the VARPTR for the string result. The length of the string is checked to see if it is greater than 32. If the length of the string is greater than 32, the length will be set to 32. Otherwise, the length is set to the actual string length. Once the length of the string has been set, the string is block moved to the shift key entry location.

Listing 6-1

42E9	00100	ORG	42E9H
42E9	CDC901	00110 START	CALL
42EC	214C47	00120	LD HL,M1
42EF	CD752B	00130	CALL 2B75H

42F2	217B47	00140		LD	HL, BASIC
42F5	3600	00150		LD	(HL), 0
42F7	23	00160		INC	HL
42F8	22A440	00170		LD	(40A4H), HL
42FB	113200	00180		LD	DE, 50
42FE	CD831E	00190		CALL	1E83H
4301	CD4D1B	00200		CALL	1B4DH
4304	3EC3	00210		LD	A, 0C3H
4306	327341	00220		LD	(4173H), A
4309	213C43	00230		LD	HL, CMD
430C	227441	00240		LD	(4174H), HL
430F	329741	00250		LD	(4197H), A
4312	212D43	00260		LD	HL, LSET
4315	229B41	00270		LD	(419BH), HL
4318	329A41	00280		LD	(419AH), A
431B	213343	00290		LD	HL, RSET
431E	229B41	00300		LD	(419BH), HL
4321	2A1640	00310		LD	HL, (4016H)
4324	22A043	00320		LD	(JUMP+1), HL
4327	CD3343	00330		CALL	RSET
432A	C37200	00340		JP	0072H
432D	E5	00350	LSET	PUSH	HL
432E	2AA043	00360		LD	HL, (JUMP+1)
4331	1804	00370		JR	LP1
4333	E5	00380	RSET	PUSH	HL
4334	218D43	00390		LD	HL, KEY
4337	221640	00400	LP1	LD	(4016H), HL
433A	E1	00410		POP	HL
433B	C9	00420		RET	
433C	FE41	00430	CMD	CP	65
433E	DA4A1E	00440		JP	C, 1E4AH
4341	FE5B	00450		CP	91
4343	D24A1E	00460		JP	NC, 1E4AH
4346	D641	00470		SUB	65
434B	CB27	00480		SLA	A
434A	1600	00490		LD	D, 0
434C	5F	00500		LD	E, A
434D	E5	00510		PUSH	HL
434E	21B943	00520		LD	HL, TABLE
4351	19	00530		ADD	HL, DE
4352	5E	00540		LD	E, (HL)
4353	23	00550		INC	HL
4354	56	00560		LD	D, (HL)
4355	ED534747	00570		LD	(CM1), DE
4359	E1	00580		POP	HL
435A	D7	00590		RST	0010H
435B	CF	00600		RST	000BH
435C	D5	00610		DEFB	0D5H
435D	3E03	00620		LD	A, 3
435F	32AF40	00630		LD	(40AFH), A
4362	CD3723	00640		CALL	2337H
4365	22E640	00650		LD	(40E6H), HL
436B	E7	00660		RST	0020H
4369	C2F60A	00670		JP	NZ, 0AF6H
436C	2A2141	00680		LD	HL, (4121H)
436F	7E	00690		LD	A, (HL)
4370	FE21	00700		CP	33
4372	3003	00710		JR	NC, CM2
4374	4F	00720		LD	C, A
4375	1802	00730		JR	CM3
4377	0E20	00740	CM2	LD	C, 32
4379	0600	00750	CM3	LD	B, 0
437B	23	00760		INC	HL
437C	5E	00770		LD	E, (HL)
437D	23	00780		INC	HL
437E	56	00790		LD	D, (HL)
437F	EB	00800		EX	DE, HL
4380	ED5B4747	00810		LD	DE, (CM1)

4384	EDB0	00820	LDIR	
4386	EB	00830	EX	DE, HL
4387	3600	00840	LD	(HL), 0
4389	2AE640	00850	LD	HL, (40E6H)
438C	C9	00860	RET	
438D	3A4B47	00870	LD	A, (FLAG)
4390	B7	00880	OR	A
4391	280C	00890	JR	Z, JUMP
4393	2A4947	00900	LD	HL, (POINT)
4396	7E	00910	LD	A, (HL)
4397	23	00920	INC	HL
4398	224947	00930	LD	(POINT), HL
439B	324B47	00940	LD	(FLAG), A
439E	C9	00950	RET	
439F	CD0000	00960	CALL	0000H
43A2	FE61	00970	CP	97
43A4	DB	00980	RET	C
43A5	FEB0	00990	CP	12B
43A7	D0	01000	RET	NC
43A8	D661	01010	SUB	97
43AA	CB27	01020	SLA	A
43AC	1600	01030	LD	D, 0
43AE	5F	01040	LD	E, A
43AF	21B943	01050	LD	HL, TABLE
43B2	19	01060	ADD	HL, DE
43B3	5E	01070	LD	E, (HL)
43B4	23	01080	INC	HL
43B5	56	01090	LD	D, (HL)
43B6	EB	01100	EX	DE, HL
43B7	18DD	01110	JR	KEY1
43B9	ED43	01120	DEFW	SHA
43BB	0E44	01130	DEFW	SHB
43BD	2F44	01140	DEFW	SHC
43BF	5044	01150	DEFW	SHD
43C1	7144	01160	DEFW	SHE
43C3	9244	01170	DEFW	SHF
43C5	B344	01180	DEFW	SHG
43C7	D444	01190	DEFW	SHH
43C9	F544	01200	DEFW	SHI
43CB	1645	01210	DEFW	SHJ
43CD	3745	01220	DEFW	SHK
43CF	5845	01230	DEFW	SHL
43D1	7945	01240	DEFW	SHM
43D3	9A45	01250	DEFW	SHN
43D5	BB45	01260	DEFW	SHO
43D7	DC45	01270	DEFW	SHP
43D9	FD45	01280	DEFW	SHQ
43DB	1E46	01290	DEFW	SHR
43DD	3F46	01300	DEFW	SHS
43DF	6046	01310	DEFW	SHT
43E1	8146	01320	DEFW	SHU
43E3	A246	01330	DEFW	SHV
43E5	C346	01340	DEFW	SHW
43E7	E446	01350	DEFW	SHX
43E9	0547	01360	DEFW	SHY
43EB	2647	01370	DEFW	SHZ
43ED	53	01380	DEFM	' STRING\$ ('
43EE	54			
43EF	52			
43F0	49			
43F1	4E			
43F2	47			
43F3	24			
43F4	28			
43F5	00	01390	DEFB	0
0018		01400	DEFS	24
440E	49	01410	DEFM	' INT ('
440F	4E			

4410	54				
4411	28				
4412	00	01420	DEFB	0	
001C		01430	DEFS	28	
442F	43	01440 SHC	DEFM	'CHR#('	
4430	48				
4431	52				
4432	24				
4433	28				
4434	00	01450	DEFB	0	
001B		01460	DEFS	27	
4450	44	01470 SHD	DEFM	'DATA'	
4451	41				
4452	54				
4453	41				
4454	00	01480	DEFB	0	
001C		01490	DEFS	28	
4471	45	01500 SHE	DEFM	'ELSE'	
4472	4C				
4473	53				
4474	45				
4475	00	01510	DEFB	0	
001C		01520	DEFS	28	
4492	4C	01530 SHF	DEFM	'LEFT#('	
4493	45				
4494	46				
4495	54				
4496	24				
4497	28				
4498	00	01540	DEFB	0	
001A		01550	DEFS	26	
44B3	47	01560 SHG	DEFM	'GOTO'	
44B4	4F				
44B5	54				
44B6	4F				
44B7	00	01570	DEFB	0	
001C		01580	DEFS	28	
44D4	52	01590 SHH	DEFM	'RIGHT#('	
44D5	49				
44D6	47				
44D7	48				
44D8	54				
44D9	24				
44DA	28				
44DB	00	01600	DEFB	0	
0019		01610	DEFS	25	
44F5	49	01620 SHI	DEFM	'INPUT'	
44F6	4E				
44F7	50				
44F8	55				
44F9	54				
44FA	00	01630	DEFB	0	
001B		01640	DEFS	27	
4516	49	01650 SHJ	DEFM	'INKEY#'	
4517	4E				
4518	4B				
4519	45				
451A	59				
451B	24				
451C	00	01660	DEFB	0	
001A		01670	DEFS	26	
4537	52	01680 SHK	DEFM	'RUN'	
4538	55				
4539	4E				
453A	0D	01690	DEFB	13	
453B	00	01700	DEFB	0	
001C		01710	DEFS	28	

4558 4C	01720 SHL	DEFM	'LIST'
4559 49			
455A 53			
455B 54			
455C 00	01730	DEFB	0
001C	01740	DEFS	28
4579 4D	01750 SHM	DEFM	'MID\$('
457A 49			
457B 44			
457C 24			
457D 28			
457E 00	01760	DEFB	0
001B	01770	DEFS	27
459A 4E	01780 SHN	DEFM	'NEXT'
459B 45			
459C 58			
459D 54			
459E 00	01790	DEFB	0
001C	01800	DEFS	28
45BB 41	01810 SHO	DEFM	'ASC('
45BC 53			
45BD 43			
45BE 28			
45BF 00	01820	DEFB	0
001C	01830	DEFS	28
45DC 4C	01840 SHP	DEFM	'LPRINT'
45DD 50			
45DE 52			
45DF 49			
45E0 4E			
45E1 54			
45E2 00	01850	DEFB	0
001A	01860	DEFS	26
45FD 53	01870 SHQ	DEFM	'SYSTEM'
45FE 59			
45FF 53			
4600 54			
4601 45			
4602 4D			
4603 0D	01880	DEFB	13
4604 00	01890	DEFB	0
0019	01900	DEFS	25
461E 52	01910 SHR	DEFM	'RETURN'
461F 45			
4620 54			
4621 55			
4622 52			
4623 4E			
4624 00	01920	DEFB	0
001A	01930	DEFS	26
463F 47	01940 SHS	DEFM	'GOSUB'
4640 4F			
4641 53			
4642 55			
4643 42			
4644 00	01950	DEFB	0
001B	01960	DEFS	27
4660 54	01970 SHT	DEFM	'THEN'
4661 48			
4662 45			
4663 4E			
4664 00	01980	DEFB	0
001C	01990	DEFS	28
4681 55	02000 SHU	DEFM	'USING'
4682 53			
4683 49			
4684 4E			
4685 47			

4686 00	02010	DEFB	0
001B	02020	DEFS	27
46A2 56	02030 SHV	DEFM	'VAL('
46A3 41			
46A4 4C			
46A5 28			
46A6 00	02040	DEFB	0
001C	02050	DEFS	28
46C3 52	02060 SHW	DEFM	'RND('
46C4 4E			
46C5 44			
46C6 28			
46C7 00	02070	DEFB	0
001C	02080	DEFS	28
46E4 53	02090 SHX	DEFM	'STR\$(('
46E5 54			
46E6 52			
46E7 24			
46E8 28			
46E9 00	02100	DEFB	0
001B	02110	DEFS	27
4705 4C	02120 SHY	DEFM	'LEN('
4706 45			
4707 4E			
4708 28			
4709 00	02130	DEFB	0
001C	02140	DEFS	28
4726 45	02150 SHZ	DEFM	'EDIT'
4727 44			
4728 49			
4729 54			
472A 00	02160	DEFB	0
001C	02170	DEFS	28
4747 0000	02180 CM1	DEFW	0
4749 0000	02190 POINT	DEFW	0
474B 00	02200 FLAG	DEFB	0
474C 50	02210 M1	DEFM	'PROGRAMABLE SHIFT KEY ENTRIES'
474D 52			
474E 4F			
474F 47			
4750 52			
4751 41			
4752 4D			
4753 41			
4754 42			
4755 4C			
4756 45			
4757 20			
4758 53			
4759 48			
475A 49			
475B 46			
475C 54			
475D 20			
475E 4B			
475F 45			
4760 59			
4761 20			
4762 45			
4763 4E			
4764 54			
4765 52			
4766 49			
4767 45			
4768 53			
4769 0D	02220	DEFB	13
476A 42	02230	DEFM	'BY MARK GOODWIN'

```

476B 59
476C 20
476D 4D
476E 41
476F 52
4770 4B
4771 20
4772 47
4773 4F
4774 4F
4775 44
4776 57
4777 49
4778 4E
4779 0D      02240      DEFB      13
477A 00      02250      DEFB      0
477B 00      02260 BASIC DEFB      0
42E9      02270      END      START
00000 TOTAL ERRORS

```

```

SHZ      4726
SHY      4705
SHX      46E4
SHW      46C3
SHV      46A2
SHU      4681
SHT      4660
SHS      463F
SHR      461E
SHQ      45FD
SHP      45DC
SHD      45BB
SHN      459A
SHM      4579
SHL      455B
SHK      4537
SHJ      4516
SHI      44F5
SHH      44D4
SHG      44B3
SHF      4492
SHE      4471
SHD      4450
SHC      442F
SHB      440E
SHA      43ED
KEY1     4396
POINT    4749
FLAG     474B
CM3      4379
CM2      4377
CM1      4747
TABLE    43B9
KEY      43BD
LP1      4337
JUMP     439F
RSET     4333
LSET     432D
CMD      433C
BASIC    477B
M1       474C
START    42E9

```

Listing 6-1 Comments

100 - Set the starting address to the normal start of the BASIC program area.

- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Load register pair HL with the ending address of the program.
- 150 - Zero the location of the start of the BASIC program area pointer in register pair HL.
- 160 - Bump the start of the BASIC program pointer in register pair HL.
- 170 - Save the start of the BASIC program area pointer in register pair HL.
- 180 - Load register pair DE with the number of bytes to be reserved as string space.
- 190 - Go reserve the string space and reset the string space pointer.
- 200 - Go reset the BASIC pointers and variables.
- 210 - Load register A with a JP op code.
- 220 - Save the JP op code in register A as the first byte of the CMD Disk BASIC link.
- 230 - Load register pair HL with the starting address for the CMD routine.
- 240 - Save the starting address for the CMD routine in register pair HL as the second and third bytes of the CMD Disk BASIC link.
- 250 - Save the JP op code in register A as the first byte of the LSET Disk BASIC link.
- 260 - Load register pair HL with the starting address for the LSET routine.
- 270 - Save the starting address for the LSET routine in register pair HL as the second and third bytes of the LSET Disk BASIC link.
- 280 - Save the JP op code in register A as the first byte of the RSET Disk BASIC link.
- 290 - Load register pair HL with the starting address for the RSET routine.
- 300 - Save the starting address for the RSET routine in register pair HL as the second and third bytes of the RSET Disk BASIC link.
- 310 - Load register pair HL with the keyboard driver address.
- 320 - Save the old keyboard driver address in register pair HL.
- 330 - Go initialize the shift key entries.

- 340 - Jump to the Level II BASIC READY routine.
- 350 - Save the current BASIC program pointer in register pair HL on the stack.
- 360 - Load register pair HL with the old keyboard driver address.
- 370 - Jump.
- 380 - Save the current BASIC program pointer in register pair HL on the stack.
- 390 - Load register pair HL with the new keyboard driver address.
- 400 - Save the keyboard driver address in register pair HL.
- 410 - Get the current BASIC program pointer from the stack and put it in register pair HL.
- 420 - Return.
- 430 - Check to see if the character at the location of the current BASIC program pointer in register A is less than an A.
- 440 - Jump to the Level II BASIC error routine and output a FC ERROR message if the character at the location of the current BASIC program pointer in register A is less than an A.
- 450 - Check to see if the character at the location of the current BASIC program pointer in register A is greater than a Z.
- 460 - Jump to the Level II BASIC error routine and output a FC ERROR message if the character at the location of the current BASIC program pointer in register A is greater than a Z.
- 470 - Subtract 65 from the value in register A to give an offset of 0 to 25.
- 480 - Multiply the offset in register A by two.
- 490 - Zero register D.
- 500 - Load register E with the offset in register A.
- 510 - Save the current BASIC program pointer in register pair HL on the stack.
- 520 - Load register pair HL with the starting address of the shift key location table.
- 530 - Add the offset in register pair DE to the starting address of the shift key location table in register pair HL.
- 540 - Load register E with the LSB of the shift key's starting address at the location of the shift key location table pointer in register pair HL.
- 550 - Bump the shift key location table pointer in register pair HL.
- 560 - Load register D with the MSB of the shift key's starting

- address at the location of the shift key location table pointer in register pair HL.
- 570 - Save the shift key's starting address in register pair DE.
 - 580 - Get the current BASIC program pointer from the stack and put it in register pair HL.
 - 590 - Go bump the current BASIC program pointer in register pair HL till it points to the next character.
 - 600 - Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be an =.
 - 610 - The character to be checked for is stored here.
 - 620 - Load register A with the string number type code.
 - 630 - Set the number type flag to string.
 - 640 - Go evaluate the string expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
 - 650 - Save the current BASIC program pointer in register pair HL.
 - 660 - Go check the number type flag.
 - 670 - Go to the Level II BASIC error routine and output a TM ERROR if the current value of the number type flag isn't a string.
 - 680 - Load register pair HL with the string's VARPTR.
 - 690 - Load register A with the length of the string at the location of the string's VARPTR in register pair HL.
 - 700 - Check to see if the length of the string in register A is greater than 32.
 - 710 - Jump if the length of the string in register A is greater than 32.
 - 720 - Load register C with the length of the string in register A.
 - 730 - Jump.
 - 740 - Load register C with the length of the string.
 - 750 - Zero register B.
 - 760 - Bump the string's VARPTR in register pair HL.
 - 770 - Load register E with the LSB of the string's starting address.
 - 780 - Bump the string's VARPTR in register pair HL.
 - 790 - Load register D with the MSB of the string's starting address.
 - 800 - Load register pair HL with the string's starting address in register pair DE.
 - 810 - Load register pair DE with the shift key's starting address.

- 820 - Move the string to the shift key's storage location.
- 830 - Load register pair HL with the end of the shift key's storage location.
- 840 - Zero the end of the shift key's storage location.
- 850 - Load register pair HL with the current BASIC program pointer.
- 860 - Return.
- 870 - Load register A with the shift key flag.
- 880 - Check to see if a shift key is still being processed.
- 890 - Jump if a shift key isn't being processed.
- 900 - Load register pair HL with the current shift key pointer.
- 910 - Load register A with the character at the location of the current shift key pointer in register pair HL.
- 920 - Bump the current shift key pointer in register pair HL.
- 930 - Save the current shift key pointer in register pair HL.
- 940 - Save the character in register A as the shift key flag.
- 950 - Return.
- 960 - Go call the old keyboard driver.
- 970 - Check to see if the key pressed is less than a shift A.
- 980 - Return if the key pressed in register A is less than a shift A.
- 990 - Check to see if the key pressed in register A is greater than a shift Z.
- 1000 - Return if the key pressed in register A is greater than a shift Z.
- 1010 - Subtract 97 from register A so that register A will hold an offset from 0 to 25.
- 1020 - Multiply the offset in register A by two.
- 1030 - Zero register D.
- 1040 - Load register E with the offset in register A.
- 1050 - Load register pair HL with the starting address of the shift key location table.
- 1060 - Add the offset in register pair DE to the starting address of the shift key location table in register pair HL.
- 1070 - Load register E with the LSB of the shift key's starting address at the location of the shift key location table pointer in register pair HL.
- 1080 - Bump the shift key location table pointer in register pair HL.
- 1090 - Load register D with the MSB of the shift key's starting address at the location of the shift key location table pointer in register pair HL.

- 1100 - Load register pair HL with the shift key's starting address in register pair DE.
- 1110 - Jump.
- 1120 - Shift A's starting address is stored here.
- 1130 - Shift B's starting address is stored here.
- 1140 - Shift C's starting address is stored here.
- 1150 - Shift D's starting address is stored here.
- 1160 - Shift E's starting address is stored here.
- 1170 - Shift F's starting address is stored here.
- 1180 - Shift G's starting address is stored here.
- 1190 - Shift H's starting address is stored here.
- 1200 - Shift I's starting address is stored here.
- 1210 - Shift J's starting address is stored here.
- 1220 - Shift K's starting address is stored here.
- 1230 - Shift L's starting address is stored here.
- 1240 - Shift M's starting address is stored here.
- 1250 - Shift N's starting address is stored here.
- 1260 - Shift O's starting address is stored here.
- 1270 - Shift P's starting address is stored here.
- 1280 - Shift Q's starting address is stored here.
- 1290 - Shift R's starting address is stored here.
- 1300 - Shift S's starting address is stored here.
- 1310 - Shift T's starting address is stored here.
- 1320 - Shift U's starting address is stored here.
- 1330 - Shift V's starting address is stored here.
- 1340 - Shift W's starting address is stored here.
- 1350 - Shift X's starting address is stored here.
- 1360 - Shift Y's starting address is stored here.
- 1370 - Shift Z's starting address is stored here.
- 1380 - Shift A is stored here.
- 1390 - Shift A's terminator is stored here.
- 1400 - Make sure there's enough room for 32 characters.
- 1410 - Shift B is stored here.
- 1420 - Shift B's terminator is stored here.
- 1430 - Make sure there's enough room for 32 characters.
- 1440 - Shift C is stored here.
- 1450 - Shift C's terminator is stored here.
- 1460 - Make sure there's enough room for 32 characters.
- 1470 - Shift D is stored here.
- 1480 - Shift D's terminator is stored here.
- 1490 - Make sure there's enough room for 32 characters.

1500 - Shift E is stored here.
1510 - Shift E's terminator is stored here.
1520 - Make sure there's enough room for 32 characters.
1530 - Shift F is stored here.
1540 - Shift F's terminator is stored here.
1550 - Make sure there's enough room for 32 characters.
1560 - Shift G is stored here.
1570 - Shift G's terminator is stored here.
1580 - Make sure there's enough room for 32 characters.
1590 - Shift H is stored here.
1600 - Shift H's terminator is stored here.
1610 - Make sure there's enough room for 32 characters.
1620 - Shift I is stored here.
1630 - Shift I's terminator is stored here.
1640 - Make sure there's enough room for 32 characters.
1650 - Shift J is stored here.
1660 - Shift J's terminator is stored here.
1670 - Make sure there's enough room for 32 characters.
1680 - Part of shift K is stored here.
1690 - This will cause a carriage return as part of shift K.
1700 - Shift K's terminator is stored here.
1710 - Make sure there's enough room for 32 characters.
1720 - Shift L is stored here.
1730 - Shift L's terminator is stored here.
1740 - Make sure there's enough room for 32 characters.
1750 - Shift M is stored here.
1760 - Shift M's terminator is stored here.
1770 - Make sure there's enough room for 32 characters.
1780 - Shift N is stored here.
1790 - Shift N's terminator is stored here.
1800 - Make sure there's enough room for 32 characters.
1810 - Shift O is stored here.
1820 - Shift O's terminator is stored here.
1830 - Make sure there's enough room for 32 characters.
1840 - Shift P is stored here.
1850 - Shift P's terminator is stored here.
1860 - Make sure there's enough room for 32 characters.
1870 - Part of shift Q is stored here.
1880 - This will cause a carriage return as part of shift Q.
1890 - Shift Q's terminator is stored here.
1900 - Make sure there's enough room for 32 characters.
1910 - Shift R is stored here.

- 1920 - Shift R's terminator is stored here.
- 1930 - Make sure there's enough room for 32 characters.
- 1940 - Shift S is stored here.
- 1950 - Shift S's terminator is stored here.
- 1960 - Make sure there's enough room for 32 characters.
- 1970 - Shift T is stored here.
- 1980 - Shift T's terminator is stored here.
- 1990 - Make sure there's enough room for 32 characters.
- 2000 - Shift U is stored here.
- 2010 - Shift U's terminator is stored here.
- 2020 - Make sure there's enough room for 32 characters.
- 2030 - Shift V is stored here.
- 2040 - Shift V's terminator is stored here.
- 2050 - Make sure there's enough room for 32 characters.
- 2060 - Shift W is stored here.
- 2070 - Shift W's terminator is stored here.
- 2080 - Make sure there's enough room for 32 characters.
- 2090 - Shift X is stored here.
- 2100 - Shift X's terminator is stored here.
- 2110 - Make sure there's enough room for 32 characters.
- 2120 - Shift Y is stored here.
- 2130 - Shift Y's terminator is stored here.
- 2140 - Make sure there's enough room for 32 characters.
- 2150 - Shift Z is stored here.
- 2160 - Shift Z's terminator is stored here.
- 2170 - Make sure there's enough room for 32 characters.
- 2180 - Temporary storage location.
- 2190 - The current shift key entry pointer is stored here.
- 2200 - The shift key entry flag is stored here.
- 2210 - Part of the sign-on message is stored here.
- 2220 - This will display a carriage return as part of the sign-on message.
- 2230 - Part of the sign-on message is stored here.
- 2240 - This will display a carriage return as part of the sign-on message.
- 2250 - The sign-on message terminator is stored here.
- 2260 - The start of the BASIC program area will start here.
- 2270 - End of the program.

THE NEW KEYBOARD DRIVER

The new keyboard driver first checks the shift key flag to see if there is a shift key entry to be processed. If the program is still

processing a shift key entry, the next character is placed in register A. The value in register A is returned to Level II BASIC.

If the shift key entry flag indicates there isn't a shift key entry to be processed, then the old keyboard driver routine is called. If the character returned by the old keyboard driver is less than a shift A or greater than a shift Z, the program will return to Level II BASIC.

If a shift A to shift Z was pressed, the driver program figures the address for the shift key entry. The first shift key character is placed in register A. The shift key entry flag is loaded with this character to indicate a shift key entry is being processed. Then, the character in register A is returned to Level II BASIC.

The value of the shift key entries can be easily changed before assembly to any initial values you desire.

Chapter 7

A RAM Printer Spooler

A RAM printer spooler can be added to Level II BASIC by simply intercepting the keyboard driver and the printer driver. For those who are not familiar with a printer spooler, a short explanation about spoolers is in order.

THE PURPOSE OF A SPOOLER

Under normal operation of Level II BASIC, program execution is temporarily suspended while characters are sent to the printer. By halting program execution, the computer's throughput is greatly reduced. After all, just think how much time would be saved if the computer didn't have to wait for the printer.

Well, a printer spooler will virtually eliminate these delays for the printer. There are two basic types of printer spoolers: the RAM spooler and the disk spooler. With both types of spoolers, the program checks to see if the printer is busy. If the printer is busy, the spooler program sends the character to be printed to a buffer area in RAM for the RAM printer spooler or to the disk for the disk spooler.

Let's look at the RAM printer spooler's operation in more detail. When the printer spooler is first initialized, you are asked to enter the size of the buffer area. This buffer area is used by the spooler program to temporarily hold the characters while the printer is busy. The size of the buffer area is determined by the memory size of the computer and the memory requirements of the

program which will be executed. Suppose the buffer area is set to 2000 bytes upon initialization of the spooler program. If a program of 1500 bytes was LLISTed, the spooler program will immediately send the whole program to the buffer area. There will be no noticeable delay while the spooler performs this operation. The Level II BASIC READY message will return almost instantly. Now, the operator is able to continue with his next task.

For instance, he might choose to load a new program or maybe run the program that is already in memory while the spooler program will be sending all of the characters to the printer one at a time until the buffer is empty.

You may be wondering what would happen if a program longer than 2000 bytes was LLISTed. The spooler program would start by sending the first 2000 bytes of the program to the buffer area. At this point, printer operation will function like a normal Level II printer operation. The spooler will take a character out of the buffer and send it to the printer. Also the spooler will place the next character sent to it in the buffer area. This taking one character out and putting another character in will continue until there aren't anymore characters left to be placed in the buffer area. At this time, the spooler will return control of the computer to the operator and continue sending characters to the printer until the buffer area is empty.

As you can see from the above examples, the larger the buffer area the fewer delays will occur. So when the spooler program is initialized the buffer area should be set to the largest practical size.

A disk spooler works in much the same way as the RAM spooler. Instead of sending the characters to a buffer area in RAM, they are stored on the disk while the printer is busy. Although the disk spooler doesn't use any of the computer's RAM, it is slower because of the time involved with disk read/writes. Therefore, the RAM spooler is the preferred method.

THE SPOOLER PROGRAM

Program Listing 7-1 is a RAM printer spooler. It uses the keyboard driver to determine if the printer is busy. If it is, the spooler program jumps to the normal keyboard driver routine. If the printer isn't busy, then the spooler program performs it's intended function.

The program also uses the printer driver to determine if a character is being sent to the printer or not. The printer driver is intercepted in much the same way as the keyboard driver is inter-

4025H	Device Type
4026H - 4027H	Driver Address
4028H	Lines per page
4029H	Lines printed so far
402AH	Not Used
402BH - 402CH	RAM Buffer Address

Fig. 7-1. The printer device control block.

cepted; a new driver address is put in the printer device control block. The printer device control block is shown in Fig. 7-1 as it appears in memory.

The program in Listing 7-1 uses only one new ROM routine which hasn't been previously discussed. This routine is located at 0A9DH. This routine simply sets the number type flag to integer.

Listing 7-1

42E9	00100	ORG	42E9H
42E9 CDC901	00110	CALL	01C9H
42EC 21AC43	00120	LD	HL, M1
42EF CD752B	00130	CALL	2B75H
42F2 CDB31B	00140	CALL	1BB3H
42F5 D7	00150	RST	0010H
42F6 CD5A1E	00160	CALL	1E5AH
42F9 21E543	00170	LD	HL, BASIC
42FC 22A643	00180	LD	(SBUF), HL
42FF 22AB43	00190	LD	(NBUF), HL
4302 19	00200	ADD	HL, DE
4303 2B	00210	DEC	HL
4304 22AA43	00220	LD	(EBUF), HL
4307 23	00230	INC	HL
430B 3600	00240	LD	(HL), 0
430A 23	00250	INC	HL
430B 22A440	00260	LD	(40A4H), HL
430E 113200	00270	LD	DE, 50
4311 CD831E	00280	CALL	1E83H
4314 CD4D1B	00290	CALL	1B4DH
4317 2A1640	00300	LD	HL, (4016H)
431A 226A43	00310	LD	(JMP1+1), HL
431D 213543	00320	LD	HL, KEY
4320 221640	00330	LD	(4016H), HL
4323 2A2640	00340	LD	HL, (4026H)
4326 228643	00350	LD	(JMP2+1), HL
4329 224943	00360	LD	(JMP3+1), HL
432C 216C43	00370	LD	HL, PRINT
432F 222640	00380	LD	(4026H), HL
4332 C37200	00390	JP	0072H
4335 2AA843	00400	LD	HL, (NBUF)
4338 ED5BA643	00410	LD	DE, (SBUF)
433C DF	00420	RST	0018H
433D 282A	00430	JR	Z, JMP1
433F CDD105	00440	CALL	05D1H
4342 2025	00450	JR	NZ, JMP1
4344 2AA643	00460	LD	HL, (SBUF)

4347	4E	00470		LD	C, (HL)
4348	CD0000	00480	JMP3	CALL	0000H
4348	CD9D0A	00490		CALL	0A9DH
434E	2AA643	00500		LD	HL, (SBUF)
4351	ED5BA843	00510		LD	DE, (NBUF)
4355	CDC70B	00520		CALL	0BC7H
4358	E5	00530		PUSH	HL
4359	C1	00540		POP	BC
435A	2AA643	00550		LD	HL, (SBUF)
435D	E5	00560		PUSH	HL
435E	D1	00570		POP	DE
435F	23	00580		INC	HL
4360	EDB0	00590		LDIR	
4362	2AAB43	00600		LD	HL, (NBUF)
4365	2B	00610		DEC	HL
4366	22AB43	00620		LD	(NBUF), HL
4369	C30000	00630	JMP1	JP	0000H
436C	2AAB43	00640	PRINT	LD	HL, (NBUF)
436F	ED5BAA43	00650		LD	DE, (EBUF)
4373	DF	00660		RST	001BH
4374	CAB043	00670		JP	Z, SUB2
4377	2AAB43	00680		LD	HL, (NBUF)
437A	71	00690		LD	(HL), C
437B	23	00700		INC	HL
437C	22AB43	00710		LD	(NBUF), HL
437F	C9	00720		RET	
4380	C5	00730	SUB2	PUSH	BC
4381	2AA643	00740		LD	HL, (SBUF)
4384	4E	00750		LD	C, (HL)
4385	CD0000	00760	JMP2	CALL	0000H
4388	CD9D0A	00770		CALL	0A9DH
438B	2AA643	00780		LD	HL, (SBUF)
438E	ED5BA843	00790		LD	DE, (NBUF)
4392	CDC70B	00800		CALL	0BC7H
4395	E5	00810		PUSH	HL
4396	C1	00820		POP	BC
4397	2AA643	00830		LD	HL, (SBUF)
439A	E5	00840		PUSH	HL
439B	D1	00850		POP	DE
439C	23	00860		INC	HL
439D	EDB0	00870		LDIR	
439F	2AAB43	00880		LD	HL, (NBUF)
43A2	2B	00890		DEC	HL
43A3	C1	00900		POP	BC
43A4	71	00910		LD	(HL), C
43A5	C9	00920		RET	
43A6	0000	00930	SBUF	DEFW	0
43AB	0000	00940	NBUF	DEFW	0
43AA	0000	00950	EBUF	DEFW	0
43AC	52	00960	M1	DEFW	'RAM PRINTER SPOOLER'
43AD	41				
43AE	4D				
43AF	20				
43B0	50				
43B1	52				
43B2	49				
43B3	4E				
43B4	54				
43B5	45				
43B6	52				
43B7	20				
43B8	53				
43B9	50				
43BA	4F				
43BB	4F				
43BC	4C				
43BD	45				
43BE	52				

```

43BF 0D          00970      DEFB      13
43C0 42          00980      DEFM      'BY MARK D. GOODWIN'
43C1 59
43C2 20
43C3 4D
43C4 41
43C5 52
43C6 4B
43C7 20
43C8 44
43C9 2E
43CA 20
43CB 47
43CC 4F
43CD 4F
43CE 44
43CF 57
43D0 49
43D1 4E
43D2 0D          00990      DEFB      13
43D3 45          01000      DEFM      'ENTER BUFFER SIZE'
43D4 4E
43D5 54
43D6 45
43D7 52
43D8 20
43D9 42
43DA 55
43DB 46
43DC 46
43DD 45
43DE 52
43DF 20
43E0 53
43E1 49
43E2 5A
43E3 45
43E4 00          01010      DEFB      0
43E5 00          01020 BASIC DEFB      0
42E9          01030      END      START
00000 TOTAL ERRORS

SUB2      43B0
PRINT     436C
JMP3      434B
JMP2      43B5
KEY       4335
JMP1      4369
EBUFF     43AA
NBUFF     43AB
SBUFF     43A6
BASIC     43E5
M1        43AC
START     42E9

```

Listing 7-1 Comments

- 100 - Set the starting address for the program to the start of user RAM.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Go get the response from the keyboard.

- 150 - Bump the input buffer pointer in register pair HL till it points to the first character.
- 160 - Go evaluate the expression at the location of the input buffer pointer in register pair HL and return with the integer result in register pair DE. The value in register pair DE is the size of the spooler's buffer area.
- 170 - Load register pair HL with the end of the spooler program.
- 180 - Save the end of the spooler program in register pair HL as the start of the buffer area.
- 190 - Save the end of the spooler program in register pair HL as the next available location in the spooler buffer.
- 200 - Add the buffer size in register pair DE to the start of the buffer area in register pair HL.
- 210 - Decrement the end of the spooler buffer area pointer in register pair HL.
- 220 - Save the end of the spooler buffer area pointer in register pair HL.
- 230 - Bump the pointer in register pair HL so that it points to the new start of the BASIC program area.
- 240 - Zero the location of the start of the BASIC program area pointer in register pair HL.
- 250 - Bump the start of the BASIC program area pointer in register pair HL.
- 260 - Save the new start of the BASIC program area pointer in register pair HL.
- 270 - Load register pair DE with the number of bytes to be reserved as string space.
- 280 - Go reserve the amount of string space and reset the start of string space pointer.
- 290 - Go reset the Level II BASIC variables and pointers.
- 300 - Load register pair HL with the present keyboard driver address.
- 310 - Save the present keyboard driver address in register pair HL so that the program can jump to the old keyboard driver when necessary.
- 320 - Load register pair HL with the starting address of the new keyboard driver.
- 330 - Save the new keyboard driver address in register pair HL in the keyboard device control block.
- 340 - Load register pair HL with the present printer driver address.

- 350 - Save the present printer driver address in register pair HL so that the program can jump to the old printer driver when necessary.
- 360 - Save the present printer driver address in register pair HL so that the program can jump to the old printer driver when necessary.
- 370 - Load register pair HL with the starting address of the new printer driver.
- 380 - Save the new printer driver address in register pair HL in the printer device control block.
- 390 - Return to the Level II BASIC READY routine.
- 400 - Load register pair HL with the next available location in the spooler buffer area pointer.
- 410 - Load register pair DE with the start of the spooler buffer area pointer.
- 420 - Go compare the next available location in the spooler buffer area pointer in register pair HL to the start of the spooler buffer area pointer in register pair DE.
- 430 - If the next available location in the spooler buffer area pointer in register pair HL is the same as the start of the spooler buffer area pointer in register pair DE then jump to the normal Level II BASIC keyboard driver routine.
- 440 - Go check to see if the printer is busy.
- 450 - If the printer is busy, then jump to the normal Level II BASIC keyboard driver routine.
- 460 - Load register pair HL with the start of the spooler buffer area pointer.
- 470 - Load register C with the character at the location of the start of the spooler buffer area pointer in register pair HL.
- 480 - This is a dummy call, but will be set to call the normal Level II BASIC printer driver by the initialization phase of the spooler program.
- 490 - Go set the current number type flag to integer.
- 500 - Load register pair HL with the start of the spooler buffer area pointer.
- 510 - Load register pair DE with the next available location in the spooler buffer area pointer.
- 520 - Go subtract the start of the spooler buffer area pointer in register pair HL from the next available location in the spooler buffer area pointer in register pair DE.
- 530 - Save the length of the remaining characters in register pair HL on the stack.

- 540 - Get the length of the remaining characters from the stack and put it in register pair BC.
- 550 - Load register pair HL with the start of the spooler buffer area pointer.
- 560 - Save the start of the spooler buffer area pointer in register pair HL on the stack.
- 570 - Get the start of the spooler buffer area pointer in register pair HL.
- 580 - Bump the start of the spooler buffer area pointer in register pair HL.
- 590 - Move the remaining characters in the spooler buffer down one byte.
- 600 - Load register pair HL with the next available location in the spooler buffer area pointer.
- 610 - Decrement the next available location in the spooler buffer area pointer in register pair HL.
- 620 - Save the next available location in the spooler buffer area pointer in register pair HL.
- 630 - Dummy jump. This will be changed by the spooler program's initialization phase, so that it will jump to the normal Level II BASIC keyboard driver.
- 640 - Load register pair HL with the next available location in the spooler buffer area pointer.
- 650 - Load register pair DE with the end of the spooler buffer area pointer.
- 660 - Go compare the next available location in the spooler buffer area pointer in register pair HL to the end of the spooler buffer area pointer in register pair DE.
- 670 - Jump to the spooler 'one in, one out' routine, if the next available location in the spooler buffer area pointer in register pair HL is the same as the end of the spooler buffer area pointer in register pair DE.
- 680 - Load register pair HL with the next available location in the spooler buffer area pointer.
- 690 - Save the character to be sent to the printer at the location of the next available location in the spooler buffer area pointer in register pair HL.
- 700 - Bump the next available location in the spooler buffer area pointer in register pair HL.
- 710 - Save the next available location in the spooler buffer area pointer in register pair HL.

- 720 - Return.
- 730 - Save the character to be printed in register C on the stack.
- 740 - Load register pair HL with the start of the spooler buffer area pointer.
- 750 - Load register C with the next character to be sent to the printer at the location of the start of the spooler buffer area pointer in register pair HL.
- 760 - Dummy call. This will be changed by the spooler program's initialization phase, so that it will call the normal Level II BASIC printer driver routine.
- 770 - Go set the current number type flag to integer.
- 780 - Load register pair HL with the start of the spooler buffer area pointer.
- 790 - Load register pair DE with the next available location in the spooler buffer area pointer.
- 800 - Go subtract the start of the spooler buffer area pointer in register pair HL from the next available location in the spooler buffer area pointer in register pair DE.
- 810 - Save the length of the remaining characters in the spooler buffer area in register pair HL on the stack.
- 820 - Get the length of the remaining characters in the spooler buffer area from the stack and put it in register pair BC.
- 830 - Load register pair HL with the start of the spooler buffer area pointer.
- 840 - Save the start of the spooler buffer area pointer in register pair HL on the stack.
- 850 - Get the start of the spooler buffer area pointer from the stack and put it in register pair DE.
- 860 - Bump the start of the spooler buffer area pointer in register pair HL.
- 870 - Move the remaining characters in the spooler buffer area down one byte.
- 880 - Load register pair HL with the next available location in the spooler buffer area pointer.
- 890 - Decrement the next available location in the spooler buffer area pointer in register pair HL.
- 900 - Get the character to be put in the spooler buffer area from the stack and put it in register C.
- 910 - Save the character to be put in the spooler buffer area in register C at the location of the next available location of the spooler buffer area pointer in register pair HL.

- 920 - Return.
- 930 - Reserve two bytes for the start of the spooler buffer area pointer.
- 940 - Reserve two bytes for the next available location in the spooler buffer area pointer.
- 950 - Reserve two bytes for the end of the spooler buffer area pointer.
- 960 - Part of the sign-on message is stored here.
- 970 - This will cause a carriage return to be displayed as part of the sign-on message.
- 980 - Part of the sign-on message is stored here.
- 990 - This will cause a carriage return to be displayed as part of the sign-on message.
- 1000 - Part of the sign-on message is stored here.
- 1010 - The sign-on message terminator is stored here.
- 1020 - The spooler buffer area will start here.
- 1030 - End of the program.

Chapter 8

The JKL-to-Printer Function

The utility program in this chapter is called the JKL-TO-PRINTER function. This utility is included on many disk operating systems. The utility's function is quite simple. Whenever the JKL keys are all pressed at the same time, the utility will print the contents of the video display on the printer. It can be quite useful when debugging programs. If an error occurs, the operator can dump the contents of the screen on the printer, and this screen dump can be referred to later when trying to determine the problem in the program.

THE JKL-TO-PRINTER PROGRAM

The keyboard on the TRS-80 Model I is a memory-mapped device. Simply stated, this means that Level II BASIC looks at a specific location in memory to determine if a key is being pressed. The J, K, and L keys are all located at memory location 3802H. If all of the keys are being pressed at the same time, memory location 3802H will have the value of 28. Therefore, the program simply reads the value stored at 3802H. If it is equal to 28, the program knows that the JKL keys are all being pressed at the same time.

Program Listing 8-1 performs the JKL-TO-PRINTER function. The program intercepts the keyboard driver, upon initialization. Once initialized, the program will check to see if the JKL keys are being pressed all at the same time. This check is performed each time level II BASIC scans the keyboard. If the JKL keys are being held down, the program will dump the contents of the screen on the

printer. If the JKL keys aren't being held down, the program will jump to the normal Level II BASIC keyboard driver.

Listing 8-1

42E9	00100	ORG	42E9H
42E9	CDC901	00110	START
42EC	214D43	00120	CALL
42EF	CD752B	00130	LD
42F2	CD4900	00140	CALL
42F5	FE59	00150	CP
42F7	280B	00160	JR
42F9	FE4E	00170	CP
42FB	20EC	00180	JR
42FD	3E3E	00190	LD
42FF	1B02	00200	JR
4301	3EC6	00210	LD
4303	323B43	00220	LD
4306	219243	00230	LD
4309	3600	00240	LD
430B	23	00250	INC
430C	22A440	00260	LD
430F	113200	00270	LD
4312	CD831E	00280	CALL
4315	CD4D1B	00290	CALL
4318	2A1640	00300	LD
431B	222D43	00310	LD
431E	212743	00320	LD
4321	221640	00330	LD
4324	C37200	00340	JP
4327	3A023B	00350	LD
432A	FE1C	00360	CP
432C	C20000	00370	JUMP
432F	21003C	00380	LD
4332	0E10	00390	LD
4334	0640	00400	JKL3
4336	7E	00410	JKL4
4337	FE80	00420	CP
4339	3B02	00430	JR
433B	00	00440	JKL2
433C	20	00450	DEFB
433D	CD3B00	00460	CALL
4340	23	00470	INC
4341	10F3	00480	DJNZ
4343	3E0D	00490	LD
4345	CD3B00	00500	CALL
4348	0D	00510	DEC
4349	20E9	00520	JR
434B	AF	00530	XOR
434C	C9	00540	RET
434D	4A	00550	M1
434E	4B		DEFM
434F	4C		
4350	2D		
4351	54		
4352	4F		
4353	2D		
4354	50		
4355	52		
4356	49		
4357	4E		
4358	54		
4359	45		
435A	52		
435B	0D	00560	DEFB

435C	42	00570	DEFM	'BY MARK D. GOODWIN'
435D	59			
435E	20			
435F	4D			
4360	41			
4361	52			
4362	4B			
4363	20			
4364	44			
4365	2E			
4366	20			
4367	47			
4368	4F			
4369	4F			
436A	44			
436B	57			
436C	49			
436D	4E			
436E	0D	00580	DEFB	13
436F	44	00590	DEFM	'DO YOU HAVE AN EPSON MX-80 (Y/N)?'
4370	4F			
4371	20			
4372	59			
4373	4F			
4374	55			
4375	20			
4376	4B			
4377	41			
4378	56			
4379	45			
437A	20			
437B	41			
437C	4E			
437D	20			
437E	45			
437F	50			
4380	53			
4381	4F			
4382	4E			
4383	20			
4384	4D			
4385	58			
4386	2D			
4387	38			
4388	30			
4389	20			
438A	2B			
438B	59			
438C	2F			
438D	4E			
438E	29			
438F	3F			
4390	0D	00600	DEFB	13
4391	00	00610	DEFB	0
4392	00	00620 BASIC	DEFB	0
42E9		00630	END	START
00000	TOTAL ERRORS			
JKL5	433D			
JKL4	4336			
JKL3	4334			
JKL	4327			
JUMP	432C			
BASIC	4392			
JKL2	433B			
LP2	4303			
LP1	4301			
M1	434D			
START	42E9			

Listing 8-1 Comments

- 100 - Set the starting address of the program to the start of user RAM.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address for the message to be displayed.
- 130 - Go display the message.
- 140 - Go scan the keyboard and wait till a key has been pressed. Return with the key pressed in register A.
- 150 - Check to see if the key that was pressed in register A is a Y.
- 160 - Jump if the key that was pressed in register A is a Y.
- 170 - Check to see if the key that was pressed in register A is a N.
- 180 - Go ask again if the key that was pressed in register A isn't a N.
- 190 - Load register A with the op code for a LD A,N instruction.
- 200 - Jump.
- 210 - Load register A with the op code for a ADD A,N instruction.
- 220 - Save the op code in register A so that it will perform the proper operation when the JKL-to-printer function is used.
- 230 - Load register pair HL with the start of the BASIC program area pointer.
- 240 - Zero the location of the start of the BASIC program pointer in register pair HL.
- 250 - Bump the start of the BASIC program pointer in register pair HL.
- 260 - Save the start of the BASIC program area pointer in register pair HL.
- 270 - Load register pair DE with the number of bytes to be reserved as string space.
- 280 - Go reserve the amount of string space in register pair DE.
- 290 - Go reset the BASIC variables and pointers.
- 300 - Load register pair HL with the starting address of the present Level II BASIC keyboard driver.
- 310 - Save the starting address of the present Level II BASIC keyboard driver in register pair HL so that it can be used by the JKL-TO-PRINTER function to branch to the normal keyboard driver routine.
- 320 - Load register pair HL with the starting address of the JKL-TO-PRINTER routine.
- 330 - Save the starting address of the JKL-TO-PRINTER routine in register pair HL in the keyboard device control block as the current keyboard driver address.

- 340 - Jump to the Level II BASIC READY routine.
- 350 - Load register A with the memory location which holds the value for the JKL keys.
- 360 - Check to see if the value in register A is the same as the expected value for the JKL keys all being pressed at the same time.
- 370 - Dummy jump. This will be set to jump to the normal keyboard driver routine by the initialization process, if the JKL keys aren't being pressed all at the same time.
- 380 - Load register pair HL with the start of video memory.
- 390 - Load register C with the number of lines to be printed.
- 400 - Load register B with the number of characters per line to be printed.
- 410 - Load register A with the character being displayed at the location of the video memory pointer in register pair HL.
- 420 - Check to see if the video character in register A is a graphic character.
- 430 - If the video character in register A isn't a graphic character then jump.
- 440 - Dummy op code. This will be changed to either a LD A,N or a ADD A,N op code by the initialization process.
- 450 - The value to either load register A with or the value to add to register A is stored here. This is determined by the value of the op code in the previous line.
- 460 - Go print the character in register A on the printer.
- 470 - Bump the video memory pointer in register pair HL.
- 480 - Loop if all of the characters on the present line of the video display haven't been printed.
- 490 - Load register A with the ASCII code for a carriage return.
- 500 - Go print a carriage return on the printer.
- 510 - Decrement the number of lines to be printed in register C.
- 520 - Loop till all of the lines on the video display have been printed.
- 530 - Zero register A.
- 540 - Return.
- 550 - Part of the sign-on message is stored here.
- 560 - This will cause a carriage return to be displayed as part of the sign-on message.
- 570 - Part of the sign-on message is stored here.
- 580 - This will cause a carriage return to be displayed as part of the sign-on message.
- 590 - Part of the sign-on message is stored here.

- 600 - This will cause a carriage return to be displayed as part of the sign-on message.
- 610 - The sign-on message terminator is stored here.
- 620 - The new start of the BASIC program area will be here.
- 630 - End of the program.

EPSON MX-80 PRINTER

Most of the recent printers introduced on the market have graphics printing capability. The Epson MX-80 is one of them. The program presented in this chapter starts its initialization phase by asking the operator if he has an Epson MX-80. If one is available, the JKL utility will be able to print any graphic characters displayed on the screen. The Epson graphic codes are the same as the Model I's, except that 32 must be added to the value of the Model I graphic code to print the same graphic character on the MX-80. Therefore, the program checks each character to be sent to the printer to see if it's a graphic character. If it is, the utility adds 32 to the character's value.

NON-GRAPHIC PRINTERS

If the printer available doesn't have graphics capability, then the appropriate response should be given to the program's initialization phase. By telling the JKL utility that an Epson MX-80 isn't available, the program will print a space for any graphic character appearing on the video display. The program performs this by checking each character to be sent to the printer to see whether or not it is a graphic character.

Chapter 9

Spelled-Out Error Messages

The abbreviated Level II BASIC error messages just don't provide enough information to be adequate. They're okay for errors which occur frequently, but a lot of time can be wasted looking up error messages which don't occur frequently.

The program in Listing 9-1 adds spelled-out error messages to Level II BASIC. Upon initialization of the program, it intercepts the DOS link at 41A6H. Whenever an error occurs in Level II BASIC, the error routine will call the DOS link. On entry to the DOS link, register E will hold the appropriate code. The program adds the value of the error code to a table pointer, which in turn, will point to the new error message to be displayed. The routine jumps back to Level II BASIC with the starting address of the new error message in register pair HL and the Level II BASIC error routine continues on normally.

Listing 9-1

42E9	00100	ORG	42E9H
42E9 CDC901	00110	CALL	01C9H
42EC 21E244	00120	LD	HL,M1
42EF CD752B	00130	CALL	2B75H
42F2 211145	00140	LD	HL,BASIC
42F5 3600	00150	LD	(HL),0
42F7 23	00160	INC	HL
42F8 22A440	00170	LD	(40A4H),HL
42FB 113200	00180	LD	DE,50
42FE CDB31E	00190	CALL	1E83H
4301 CD4D1B	00200	CALL	1B4DH

4304	3EC3	00210	LD	A,0C3H
4306	32A641	00220	LD	(41A6H),A
4309	211243	00230	LD	HL,ERROR
430C	22A741	00240	LD	(41A7H),HL
430F	C37200	00250	JP	0072H
4312	1600	00260	LD	D,0
4314	211F43	00270	LD	HL, TABLE
4317	19	00280	ADD	HL,DE
4318	5E	00290	LD	E,(HL)
4319	23	00300	INC	HL
431A	56	00310	LD	D,(HL)
431B	EB	00320	EX	DE,HL
431C	C3011A	00330	JP	1A01H
431F	4D43	00340	TABLE DEFW	NF
4321	5E43	00350	DEFW	SN
4323	6B43	00360	DEFW	RG
4325	8043	00370	DEFW	QD
4327	BC43	00380	DEFW	FC
4329	A243	00390	DEFW	QV
432B	AB43	00400	DEFW	QM
432D	B943	00410	DEFW	UL
432F	CF43	00420	DEFW	BS
4331	E643	00430	DEFW	DD
4333	FA43	00440	DEFW	DO
4335	0B44	00450	DEFW	ID
4337	2444	00460	DEFW	TM
4339	3244	00470	DEFW	OS
433B	4644	00480	DEFW	LS
433D	5644	00490	DEFW	ST
433F	7144	00500	DEFW	CN
4341	8044	00510	DEFW	NR
4343	8A44	00520	DEFW	RW
4345	9F44	00530	DEFW	UE
4347	B144	00540	DEFW	MO
4349	C144	00550	DEFW	FD
434B	CF44	00560	DEFW	L3
434D	4E	00570	NF DEFM	'NEXT WITHOUT FOR'
434E	45			
434F	58			
4350	54			
4351	20			
4352	57			
4353	49			
4354	54			
4355	48			
4356	4F			
4357	55			
4358	54			
4359	20			
435A	46			
435B	4F			
435C	52			
435D	00	00580	DEFB	0
435E	53	00590	SN DEFM	'SYNTAX ERROR'
435F	59			
4360	4E			
4361	54			
4362	41			
4363	5B			
4364	20			
4365	45			
4366	52			
4367	52			
4368	4F			
4369	52			
436A	00	00600	DEFB	0
436B	52	00610	RG DEFM	'RETURN WITHOUT GOSUB'
436C	45			

436D	54				
436E	55				
436F	52				
4370	4E				
4371	20				
4372	57				
4373	49				
4374	54				
4375	48				
4376	4F				
4377	55				
4378	54				
4379	20				
437A	47				
437B	4F				
437C	53				
437D	55				
437E	42				
437F	00	00620	DEFB	0	
4380	4F	00630 OD	DEFM	'OUT OF DATA'	
4381	55				
4382	54				
4383	20				
4384	4F				
4385	46				
4386	20				
4387	44				
4388	41				
4389	54				
438A	41				
438B	00	00640	DEFB	0	
438C	49	00650 FC	DEFM	'ILLEGAL FUNCTION CALL'	
438D	4C				
438E	4C				
438F	45				
4390	47				
4391	41				
4392	4C				
4393	20				
4394	46				
4395	55				
4396	4E				
4397	43				
4398	54				
4399	49				
439A	4F				
439B	4E				
439C	20				
439D	43				
439E	41				
439F	4C				
43A0	4C				
43A1	00	00660	DEFB	0	
43A2	4F	00670 OV	DEFM	'OVERFLOW'	
43A3	56				
43A4	45				
43A5	52				
43A6	46				
43A7	4C				
43A8	4F				
43A9	57				
43AA	00	00680	DEFB	0	
43AB	4F	00690 OM	DEFM	'OUT OF MEMORY'	
43AC	55				
43AD	54				
43AE	20				
43AF	4F				
43B0	46				

43B1	20			
43B2	4D			
43B3	45			
43B4	4D			
43B5	4F			
43B6	52			
43B7	59			
43B8	00	00700	DEFB	0
43B9	55	00710 UL	DEFM	'UNDEFINED LINE NUMBER'
43BA	4E			
43BB	44			
43BC	45			
43BD	46			
43BE	49			
43BF	4E			
43C0	45			
43C1	44			
43C2	20			
43C3	4C			
43C4	49			
43C5	4E			
43C6	45			
43C7	20			
43C8	4E			
43C9	55			
43CA	4D			
43CB	42			
43CC	45			
43CD	52			
43CE	00	00720	DEFB	0
43CF	53	00730 BS	DEFM	'SUBSCRIPT OUT OF RANGE'
43D0	55			
43D1	42			
43D2	53			
43D3	43			
43D4	52			
43D5	49			
43D6	50			
43D7	54			
43D8	20			
43D9	4F			
43DA	55			
43DB	54			
43DC	20			
43DD	4F			
43DE	46			
43DF	20			
43E0	52			
43E1	41			
43E2	4E			
43E3	47			
43E4	45			
43E5	00	00740	DEFB	0
43E6	52	00750 DD	DEFM	'REDIMENSIONED ARRAY'
43E7	45			
43E8	44			
43E9	49			
43EA	4D			
43EB	45			
43EC	4E			
43ED	53			
43EE	49			
43EF	4F			
43F0	4E			
43F1	45			
43F2	44			
43F3	20			
43F4	41			

43F5	52			
43F6	52			
43F7	41			
43F8	59			
43F9	00	00760	DEFB	0
43FA	44	00770	DEFM	'DIVISION BY ZERO'
43FB	49			
43FC	56			
43FD	49			
43FE	53			
43FF	49			
4400	4F			
4401	4E			
4402	20			
4403	42			
4404	59			
4405	20			
4406	5A			
4407	45			
4408	52			
4409	4F			
440A	00	00780	DEFB	0
440B	49	00790	DEFM	'ILLEGAL DIRECT OPERATION'
440C	4C			
440D	4C			
440E	45			
440F	47			
4410	41			
4411	4C			
4412	20			
4413	44			
4414	49			
4415	52			
4416	45			
4417	43			
4418	54			
4419	20			
441A	4F			
441B	50			
441C	45			
441D	52			
441E	41			
441F	54			
4420	49			
4421	4F			
4422	4E			
4423	00	00800	DEFB	0
4424	54	00810	DEFM	'TYPE MISMATCH'
4425	59			
4426	50			
4427	45			
4428	20			
4429	4D			
442A	49			
442B	53			
442C	4D			
442D	41			
442E	54			
442F	43			
4430	48			
4431	00	00820	DEFB	0
4432	4F	00830	DEFM	'OUT OF STRING SPACE'
4433	55			
4434	54			
4435	20			
4436	4F			
4437	46			
4438	20			

4439	53			
443A	54			
443B	52			
443C	49			
443D	4E			
443E	47			
443F	20			
4440	53			
4441	50			
4442	41			
4443	43			
4444	45			
4445	00	00840	DEFB	0
4446	53	00850 LS	DEFM	'STRING TOO LONG'
4447	54			
4448	52			
4449	49			
444A	4E			
444B	47			
444C	20			
444D	54			
444E	4F			
444F	4F			
4450	20			
4451	4C			
4452	4F			
4453	4E			
4454	47			
4455	00	00860	DEFB	0
4456	53	00870 ST	DEFM	'STRING FORMULA TOO COMPLEX'
4457	54			
4458	52			
4459	49			
445A	4E			
445B	47			
445C	20			
445D	46			
445E	4F			
445F	52			
4460	4D			
4461	55			
4462	4C			
4463	41			
4464	20			
4465	54			
4466	4F			
4467	4F			
4468	20			
4469	43			
446A	4F			
446B	4D			
446C	50			
446D	4C			
446E	45			
446F	58			
4470	00	00880	DEFB	0
4471	43	00890 CN	DEFM	'CAN'
4472	41			
4473	4E			
4474	27	00900	DEFB	39
4475	54	00910	DEFM	'T CONTINUE'
4476	20			
4477	43			
4478	4F			
4479	4E			
447A	54			
447B	49			
447C	4E			

447D	55				
447E	45				
447F	00	00920		DEFB	0
4480	4E	00930	NR	DEFM	'NO RESUME'
4481	4F				
4482	20				
4483	52				
4484	45				
4485	53				
4486	55				
4487	4D				
4488	45				
4489	00	00940		DEFB	0
448A	52	00950	RW	DEFM	'RESUME WITHOUT ERROR'
448B	45				
448C	53				
448D	55				
448E	4D				
448F	45				
4490	20				
4491	57				
4492	49				
4493	54				
4494	48				
4495	4F				
4496	55				
4497	54				
4498	20				
4499	45				
449A	52				
449B	52				
449C	4F				
449D	52				
449E	00	00960		DEFB	0
449F	55	00970	UE	DEFM	'UNPRINTABLE ERROR'
44A0	4E				
44A1	50				
44A2	52				
44A3	49				
44A4	4E				
44A5	54				
44A6	41				
44A7	42				
44A8	4C				
44A9	45				
44AA	20				
44AB	45				
44AC	52				
44AD	52				
44AE	4F				
44AF	52				
44B0	00	00980		DEFB	0
44B1	4D	00990	MD	DEFM	'MISSING OPERAND'
44B2	49				
44B3	53				
44B4	53				
44B5	49				
44B6	4E				
44B7	47				
44B8	20				
44B9	4F				
44BA	50				
44BB	45				
44BC	52				
44BD	41				
44BE	4E				
44BF	44				
44C0	00	01000		DEFB	0

44C1 42	01010 FD	DEFM	'BAD FILE DATA'
44C2 41			
44C3 44			
44C4 20			
44C5 46			
44C6 49			
44C7 4C			
44C8 45			
44C9 20			
44CA 44			
44CB 41			
44CC 54			
44CD 41			
44CE 00	01020	DEFB	0
44CF 44	01030 L3	DEFM	'DISK BASIC COMMAND'
44D0 49			
44D1 53			
44D2 4B			
44D3 20			
44D4 42			
44D5 41			
44D6 53			
44D7 49			
44D8 43			
44D9 20			
44DA 43			
44DB 4F			
44DC 4D			
44DD 4D			
44DE 41			
44DF 4E			
44E0 44			
44E1 00	01040	DEFB	0
44E2 53	01050 M1	DEFM	'SPELLED OUT ERROR MESSAGES'
44E3 50			
44E4 45			
44E5 4C			
44E6 4C			
44E7 45			
44E8 44			
44E9 20			
44EA 4F			
44EB 55			
44EC 54			
44ED 20			
44EE 45			
44EF 52			
44F0 52			
44F1 4F			
44F2 52			
44F3 20			
44F4 4D			
44F5 45			
44F6 53			
44F7 53			
44F8 41			
44F9 47			
44FA 45			
44FB 53			
44FC 0D	01060	DEFB	13
44FD 42	01070	DEFM	'BY MARK D. GOODWIN'
44FE 59			
44FF 20			
4500 4D			
4501 41			
4502 52			
4503 4B			
4504 20			

```

4505 44
4506 2E
4507 20
4508 47
4509 4F
450A 4F
450B 44
450C 57
450D 49
450E 4E
450F 0D          01080          DEFB      13
4510 00          01090          DEFB      0
4511 00          01100 BASIC    DEFB      0
42E9           01110          END        START
00000 TOTAL ERRORS

L3      44CF
FD      44C1
MO      44B1
UE      449F
RW      448A
NR      4480
CN      4471
ST      4456
LS      4446
OS      4432
TM      4424
ID      440B
DO      43FA
DD      43E6
BS      43CF
UL      43B9
OM      43AB
OV      43A2
FC      438C
OD      4380
RG      436B
SN      435E
NF      434D
TABLE   431F
ERROR   4312
BASIC   4511
M1      44E2
START   42E9

```

Listing 9-1 Comments

- 100 - Set the program's starting address to the start of user RAM.
- 110 - Go clear the screen.
- 120 - Load register pair HL with the starting address of the message to be displayed.
- 130 - Go display the message.
- 140 - Load register pair HL with the start of the BASIC program area pointer.
- 150 - Zero the location of the start of the BASIC program area pointer in register pair HL.
- 160 - Bump the start of the BASIC program area pointer in register pair HL.
- 170 - Save the start of the BASIC program area pointer in register pair HL.

- 180 - Load register pair DE with the number of bytes to be reserved as string space.
- 190 - Go reserve the number of bytes of string space as specified by register pair DE.
- 200 - Go reset the BASIC variables and pointers.
- 210 - Load register A with a JP op code.
- 220 - Save the JP op code in register A as the first byte of the DOS link.
- 230 - Load register pair HL with the starting address of the spelled-out error message routine.
- 240 - Save the starting address of the spelled-out error message routine in register pair HL as the second and third bytes of the DOS link.
- 250 - Jump to the Level II BASIC READY routine.
- 260 - Zero register D, so that register pair DE will hold the error code.
- 270 - Load register pair HL with the starting address of the table of error message locations.
- 280 - Add the error code in register pair DE to the table pointer in register pair HL.
- 290 - Load register E with the LSB of the error message starting address at the location of the table pointer in register pair HL.
- 300 - Bump the table pointer in register pair HL.
- 310 - Load register D with the MSB of the error message starting address at the location of the table pointer in register pair HL.
- 320 - Load register pair HL with the starting address of the error message in register pair DE.
- 330 - Jump to the Level II error routine and display the appropriate error message.
- 340 - The starting address of the NF error message.
- 350 - The starting address of the SN error message.
- 360 - The starting address of the RG error message.
- 370 - The starting address of the OD error message.
- 380 - The starting address of the FC error message.
- 390 - The starting address of the OV error message.
- 400 - The starting address of the OM error message.
- 410 - The starting address of the UL error message.
- 420 - The starting address of the BC error message.
- 430 - The starting address of the DD error message.
- 440 - The starting address of the /O error message.

- 450 - The starting address of the ID error message.
- 460 - The starting address of the TM error message.
- 470 - The starting address of the OS error message.
- 480 - The starting address of the LS error message.
- 490 - The starting address of the ST error message.
- 500 - The starting address of the CN error message.
- 510 - The starting address of the NR error message.
- 520 - The starting address of the RW error message.
- 530 - The starting address of the UE error message.
- 540 - The starting address of the MO error message.
- 550 - The starting address of the FD error message.
- 560 - The starting address of the L3 error message.
- 570 - The NF error message is stored here.
- 580 - The NF error message terminator.
- 590 - The SN error message is stored here.
- 600 - The SN error message terminator.
- 610 - The RG error message is stored here.
- 620 - The RG error message terminator.
- 630 - The OD error message is stored here.
- 640 - The OD error message terminator.
- 650 - The FC error message is stored here.
- 660 - The FC error message terminator.
- 670 - The OV error message is stored here.
- 680 - The OV error message terminator.
- 690 - The OM error message is stored here.
- 700 - The OM error message terminator.
- 710 - The UL error message is stored here.
- 720 - The UL error message terminator.
- 730 - The BS error message is stored here.
- 740 - The BS error message terminator.
- 750 - The DD error message is stored here.
- 760 - The DD error message terminator.
- 770 - The /O error message is stored here.
- 780 - The /O error message terminator.
- 790 - The ID error message is stored here.
- 800 - The ID error message terminator.
- 810 - The TM error message is stored here.
- 820 - The TM error message terminator.
- 830 - The OS error message is stored here.
- 840 - The OS error message terminator.
- 850 - The LS error message is stored here.
- 860 - The LS error message terminator.

- 870 - The ST error message is stored here.
- 880 - The ST error message terminator.
- 890 - The CN error message starts here.
- 900 - This will display an ' with the CN error message.
- 910 - The rest of the CN error message is stored here.
- 920 - The CN error message terminator.
- 930 - The NR error message is stored here.
- 940 - The NR error message terminator.
- 950 - The RW error message is stored here.
- 960 - The RW error message terminator.
- 970 - The UE error message is stored here.
- 980 - The UE error message terminator.
- 990 - The MO error message is stored here.
- 1000 - The MO error message terminator.
- 1010 - The FD error message is stored here.
- 1020 - The FD error message terminator.
- 1030 - The L3 error message is stored here.
- 1040 - The L3 error message terminator.
- 1050 - Part of the program's sign-on message is stored here.
- 1060 - This will cause a carriage return to be displayed as part of the sign-on message.
- 1070 - Part of the sign-on message is stored here.
- 1080 - This will cause a carriage return to be displayed as part of the sign-on message.
- 1090 - The sign-on message terminator.
- 1100 - The start of the BASIC program area will begin here.
- 1110 - End of the program.

Chapter 10

A Machine Language Monitor

This chapter presents a relocatable machine language monitor. This monitor makes liberal use of the Level II BASIC ROM routines. Because of the program's size, it has been broken down into five parts, so that it can be assembled on a 16K computer.

THE MONITOR'S COMMANDS

The monitor has many useful commands. All of the monitor's commands require from 0 to 4 values to be input. The values should be entered as hexadecimal numbers. When more than one value is required for a command, the values should be separated by spaces. Leading zeros are not required. The syntax for each command follows the colon and does not include the period.

Display Memory: D starting address ending address. This command will display the contents of memory from the 'starting address' specified to the 'ending address' specified. The values, at these memory locations, will be displayed as two digit hexadecimal numbers. To end execution of this command before the ending address is reached, simply press the BREAK key. To pause the display, press the space bar. To resume execution, after pressing the space bar, press any key.

Jump to Address: G jump address. This command will cause program execution to begin at the 'jump address' specified.

Edit Memory: E starting address. This command will allow you to change the contents of memory. The command will begin by displaying the 'starting address' specified and the value currently at this memory address. To change the contents of an address, enter the desired value. To leave the contents of the address unchanged, press the carriage return without any input. To exit the Edit Memory mode, press the BREAK key.

Zero Memory: Z starting address ending address value. This command will change all of the memory locations from the 'starting address' specified to the 'ending address' specified to the 'value' given.

Input from Port: I port number. This command will get the value at the 'port' specified and display this value.

Output to Port: O port number value. This command will send the 'value' specified to the 'port' specified.

Convert Hexadecimal Numbers to Decimal Numbers: B first number second number. If only one number is input after the B command, this hexadecimal number will be converted to decimal and the result will be displayed. If two numbers are given, then they will be displayed like this.

A	B	A+B	A-B	B-A
7FFF	0001	8000	7FFE	8002
32767	1	32768	32766	32770

Set Breakpoint: @ breakpoint location. This command will set a breakpoint at the address specified. If no input follows the @ command or an address of zero is given, then the current breakpoint location will be displayed.

Read a SYSTEM Tape: R. This command will load into memory a Level II BASIC SYSTEM tape. After the program has been completely loaded, the monitor will display the program's name, it's starting address, it's ending address, and it's execution address.

Write a SYSTEM Tape: P starting address ending address execution address. This command will prompt you to enter the file name for the program to be written on the cassette recorder. Once the file name has been entered, a Level II BASIC SYSTEM tape will be written beginning at the 'starting address' specified to the 'ending address' specified. If an 'execution address' is specified, then this address will also be written as part of the SYSTEM tape. If

an 'execution address' isn't specified, then the 'starting address' will be written as the program's execution address.

Display Characters in Memory: A starting address ending address. This command will display the ASCII characters for all of the locations from the 'starting address' specified to the 'ending address' specified.

Find 8-bit Value: F starting address ending address 8-bit value. This command will search the locations from the 'starting address' specified to the 'ending address' specified for the '8-bit value' given. All of the locations which contain the 8-bit value being searched for will be displayed.

Find the 16-bit Value: H starting address ending address 16-bit value. This command is the same as the F command except that it will search a block of memory for a 16-bit value.

Move Block of Memory: M starting address ending address new starting address. This command will move the block of memory from the 'starting address' specified to the 'ending address' specified to the new area of memory beginning at the 'new starting address.'

Figure Checksum: Q starting address ending address. This command will figure and display the checksum for the block of memory from the 'starting address' to the 'ending address.'

Test Memory: T starting address ending address. This command will test the block of memory from the 'starting address' to the 'ending address.' Any bad memory locations will be displayed.

Verify Memory: V starting address ending address second starting address. This command will compare the contents of a block of memory beginning at the 'starting address' to the 'ending address' to the second block of memory beginning at the 'second starting address.' Any memory locations which don't match will be displayed.

Exchange Memory: X starting address ending address second starting address. This command will exchange the contents of a block of memory beginning at the 'starting address' to the 'ending address' with the contents of a second block of memory beginning at the 'second starting address.'

Set the Current Output Device to Printer: L.
This command will set the current output device to the printer.

Set the Current Output Device to Video Display: C. This command will set the current output device to the video display.

Save a Program on an ESF: "starting address ending address execution address file number. This command will save a program beginning at the 'starting address' to the 'ending address' on a Stringy Floppy wafer at the 'file number.' The 'execution address' will also be saved as the program's autostart address.

Certify an ESF Wafer: ! file number. This command will certify a Stringy Floppy wafer beginning at the 'file number.'

Load a Program from the ESF: # file number. This command will load a program from a Stringy Floppy wafer at the 'file number' given. The program's starting address, ending address, and execution address will be displayed after the program has been loaded.

THE MONITOR PROGRAM

The following pages contain the five parts of the monitor program (Listing 10-1 through 10-5). The line by line program comments follow each listing.

Listing 10-1

42F1	00100	ORG	42FFH-0EH
42F1 21E14A	00110	LD	HL, 4AB1H
42F4 ED5BB24A	00120	LD	DE, (4AB2H)
42F8 01B207	00130	LD	BC, 1970
42FB EDBB	00140	LDDR	
42FD EB	00150	EX	DE, HL
42FE 23	00160	INC	HL
42FF E9	00170	JP	(HL)
4300	00180	END	4300H
00000 TOTAL ERRORS			

REND 42F1

Listing 10-1 Comments

- 100 - Set the starting address of the program so that it resides below the monitor program.
- 110 - Load register pair HL with the end of the monitor program.
- 120 - Load register pair DE with the monitor program's new ending address.

- 130 - Load register pair BC with the length of the monitor program.
- 140 - Move the monitor program.
- 150 - Load register pair HL with the starting address of the monitor program - 1.
- 160 - Bump the starting address of the monitor in register pair HL.
- 170 - Jump to the location of the monitor's starting address in register pair HL.
- 180 - End of the program.

Listing 10-2

4300		00100	ORG	4300H
4300	21AB45	00110 ST	LD	HL, M1
4303	CD752B	00120	CALL	2B75H
4306	210000	00130	LD	HL, 0
4309	228E45	00140	LD	(BREAK), HL
430C	C32C46	00150	JP	L1
430F	AF	00160 HEX	XOR	A
4310	328C45	00170	LD	(FLAG), A
4313	110000	00180	LD	DE, 0
4316	23	00190 H4	INC	HL
4317	7E	00200	LD	A, (HL)
4318	B7	00210	OR	A
4319	282A	00220	JR	Z, H1
431B	D630	00230	SUB	30H
431D	D8	00240	RET	C
431E	FE0A	00250	CP	0AH
4320	3B0B	00260	JR	C, H3
4322	FE11	00270	CP	11H
4324	D8	00280	RET	C
4325	FE17	00290	CP	17H
4327	D0	00300	RET	NC
432B	D607	00310	SUB	7
432A	F5	00320 H3	PUSH	AF
432B	3E01	00330	LD	A, 1
432D	328C45	00340	LD	(FLAG), A
4330	F1	00350	POP	AF
4331	CB27	00360	SLA	A
4333	CB27	00370	SLA	A
4335	CB27	00380	SLA	A
4337	CB27	00390	SLA	A
4339	0604	00400	LD	B, 4
433B	CB27	00410 H5	SLA	A
433D	CB13	00420	RL	E
433F	CB12	00430	RL	D
4341	10F8	00440	DJNZ	H5
4343	18D1	00450	JR	H4
4345	2B	00460 H1	DEC	HL
4346	C9	00470	RET	
4347	CD9F44	00480 DISP	CALL	CH1
434A	2A8545	00490	LD	HL, (N1)
434D	CDB544	00500 DI1	CALL	DIS1
4350	0610	00510	LD	B, 16
4352	7E	00520 DI2	LD	A, (HL)
4353	CD9244	00530	CALL	DSP
4356	CD2046	00540	CALL	CH2
4359	10F7	00550	DJNZ	DI2
435B	CDB044	00560	CALL	CR

435E	CD1146	00570		CALL	KEY
4361	18EA	00580		JR	DI1
4363	E5	00590	D1	PUSH	HL
4364	328B45	00600		LD	(N4), A
4367	AF	00610		XOR	A
4368	218B45	00620		LD	HL, N4
436B	ED6F	00630		RLD	
436D	CD7B43	00640		CALL	D2
4370	AF	00650		XOR	A
4371	ED6F	00660		RLD	
4373	CD7B43	00670		CALL	D2
4376	E1	00680		POP	HL
4377	C9	00690		RET	
4378	C630	00700	D2	ADD	A, 30H
437A	FE3A	00710		CP	3AH
437C	3802	00720		JR	C, D3
437E	C607	00730		ADD	A, 7
4380	C32A03	00740	D3	JP	32AH
4383	2A8545	00750	GO	LD	HL, (N1)
4386	E9	00760		JP	(HL)
4387	2A8545	00770	EDIT	LD	HL, (N1)
438A	CD8544	00780	E1	CALL	DIS1
438D	7E	00790		LD	A, (HL)
438E	328545	00800		LD	(N1), A
4391	CD9244	00810		CALL	DSP
4394	E5	00820		PUSH	HL
4395	CD6103	00830		CALL	361H
4398	DA2C46	00840		JP	C, L1
439B	D7	00850		RST	16
439C	2B	00860		DEC	HL
439D	CD0F43	00870		CALL	HEX
43A0	3A8C45	00880		LD	A, (FLAG)
43A3	B7	00890		OR	A
43A4	2804	00900		JR	Z, E3
43A6	ED538545	00910		LD	(N1), DE
43AA	3A8545	00920	E3	LD	A, (N1)
43AD	E1	00930		POP	HL
43AE	77	00940		LD	(HL), A
43AF	23	00950		INC	HL
43B0	18D8	00960		JR	E1
43B2	2A8545	00970	ZERO	LD	HL, (N1)
43B5	3A8945	00980	Z1	LD	A, (N3)
43B8	77	00990		LD	(HL), A
43B9	ED5B8745	01000		LD	DE, (N2)
43BD	DF	01010		RST	18H
43BE	CA2C46	01020		JP	Z, L1
43C1	23	01030		INC	HL
43C2	18F1	01040		JR	Z1
43C4	CDA244	01050	INP	CALL	PR
43C7	3A8545	01060		LD	A, (N1)
43CA	4F	01070		LD	C, A
43CB	ED78	01080		IN	A, (C)
43CD	CD6343	01090		CALL	D1
43D0	CD2946	01100		CALL	CH3
43D3	3A8545	01110	GUP	LD	A, (N1)
43D6	4F	01120		LD	C, A
43D7	3A8745	01130		LD	A, (N2)
43DA	ED79	01140		OUT	(C), A
43DC	C32C46	01150		JP	L1
43DF	CDA244	01160	MATH	CALL	PR
43E2	CDA944	01170	MA3	CALL	LD
43E5	7A	01180		LD	A, D
43E6	B3	01190		OR	E
43E7	CA4E44	01200		JP	Z, MA1
43EA	21CB45	01210		LD	HL, M2
43ED	CD752B	01220		CALL	2B75H
43F0	2A8545	01230		LD	HL, (N1)
43F3	CD7644	01240		CALL	DIWS

43F6	2A8745	01250	LD	HL, (N2)
43F9	CD7644	01260	CALL	DIWS
43FC	CDA944	01270	CALL	LO
43FF	19	01280	ADD	HL, DE
4400	229345	01290	LD	(REG), HL
4403	CD7644	01300	CALL	DIWS
4406	CDA944	01310	CALL	LO
4409	AF	01320	XOR	A
440A	ED52	01330	SBC	HL, DE
440C	229545	01340	LD	(REG+2), HL
440F	CD7644	01350	CALL	DIWS
4412	CDA944	01360	CALL	LO
4415	EB	01370	EX	DE, HL
4416	AF	01380	XOR	A
4417	ED52	01390	SBC	HL, DE
4419	229745	01400	LD	(REG+4), HL
441C	CD7644	01410	CALL	DIWS
441F	CD8044	01420	CALL	CR
4422	2A8545	01430	LD	HL, (N1)
4425	1E06	01440	LD	E, 6
4427	CD5944	01450	CALL	TAB
442A	2A8745	01460	LD	HL, (N2)
442D	1E0C	01470	LD	E, 12
442F	CD5944	01480	CALL	TAB
4432	2A9345	01490	LD	HL, (REG)
4435	1E12	01500	LD	E, 18
4437	CD5944	01510	CALL	TAB
443A	2A9545	01520	LD	HL, (REG+2)
443D	1E18	01530	LD	E, 24
443F	CD5944	01540	CALL	TAB
4442	2A9745	01550	LD	HL, (REG+4)
4445	CDAF0F	01560	CALL	OFAPH
4448	CD8044	01570	CALL	CR
444B	C32C46	01580	JP	L1
444E	2A8545	01590	LD	HL, (N1)
4451	CDAF0F	01600	CALL	OFAPH
4454	CD8044	01610	CALL	CR
4457	18F2	01620	JR	MA2
4459	D5	01630	PUSH	DE
445A	CDAF0F	01640	CALL	OFAPH
445D	D1	01650	POP	DE
445E	3A9C40	01660	LD	A, (409CH)
4461	B7	01670	OR	A
4462	2805	01680	JR	Z, VID
4464	3A9B40	01690	LD	A, (409BH)
4467	1803	01700	JR	T1
4469	3AA640	01710	LD	A, (40A6H)
446C	2F	01720	CPL	T1
446D	83	01730	ADD	A, E
446E	3C	01740	INC	A
446F	47	01750	LD	B, A
4470	CD8D44	01760	CALL	SPA
4473	10FB	01770	DJNZ	T2
4475	C9	01780	RET	
4476	CD7B44	01790	CALL	DIS
4479	1812	01800	JR	SPA
447B	CD9744	01810	CALL	DISW
447E	180D	01820	JR	SPA
4480	3E0D	01830	LD	A, 13
4482	C32A03	01840	JP	32AH
4485	CD9744	01850	CALL	DISW
4488	3E3A	01860	LD	A, ' '
448A	CD2A03	01870	CALL	32AH
448D	3E20	01880	LD	A, ' '
448F	C32A03	01890	JP	32AH
4492	CD6343	01900	CALL	D1
4495	18F6	01910	JR	SPA
4497	7C	01920	LD	A, H

4498	CD6343	01930	CALL	D1
449B	7D	01940	LD	A, L
449C	C36343	01950	JP	D1
449F	CDD144	01960	CALL	CHECK
44A2	3A8D45	01970	LD	A, (FL2)
44A5	329C40	01980	LD	(409CH), A
44A8	C9	01990	RET	
44A9	2A8545	02000	LD	HL, (N1)
44AC	ED5B8745	02010	LD	DE, (N2)
44B0	C9	02020	RET	
44B1	0604	02030	LD	B, 4
44B3	CDC544	02040	CALL	CH5
44B6	10FB	02050	DJNZ	CHA4
44B8	C9	02060	RET	
44B9	CDC544	02070	CALL	CH5
44BC	DD23	02080	INC	IX
44BE	DD23	02090	INC	IX
44C0	CDC544	02100	CALL	CH5
44C3	18BB	02110	JR	CR
44C5	DD6E00	02120	LD	L, (IX+0)
44C8	DD23	02130	INC	IX
44CA	DD6600	02140	LD	H, (IX+0)
44CD	DD23	02150	INC	IX
44CF	18AA	02160	JR	DIS
44D1	2A8545	02170	LD	HL, (N1)
44D4	7C	02180	LD	A, H
44D5	B5	02190	OR	L
44D6	C0	02200	RET	NZ
44D7	2A8745	02210	LD	HL, (N2)
44DA	7C	02220	LD	A, H
44DB	B5	02230	OR	L
44DC	C0	02240	RET	NZ
44DD	21FFFF	02250	LD	HL, OFFFFH
44E0	228745	02260	LD	(N2), HL
44E3	C9	02270	RET	
44E4	2A8545	02280	LD	HL, (N1)
44E7	7C	02290	LD	A, H
44E8	B5	02300	OR	L
44E9	2819	02310	JR	Z, B1
44EB	E5	02320	PUSH	HL
44EC	228E45	02330	LD	(BREAK), HL
44EF	119045	02340	LD	DE, SAVE
44F2	0603	02350	LD	B, 3
44F4	7E	02360	LD	A, (HL)
44F5	12	02370	LD	(DE), A
44F6	23	02380	INC	HL
44F7	13	02390	INC	DE
44F8	10FA	02400	DJNZ	B2
44FA	E1	02410	POP	HL
44FB	36CD	02420	LD	(HL), 0CDH
44FD	23	02430	INC	HL
44FE	111645	02440	LD	DE, RENT
4501	73	02450	LD	(HL), E
4502	23	02460	INC	HL
4503	72	02470	LD	(HL), D
4504	21E845	02480	LD	HL, RE1
4507	CD752B	02490	CALL	2B75H
450A	2A8E45	02500	LD	HL, (BREAK)
450D	CD9744	02510	CALL	DISW
4510	CD8044	02520	CALL	CR
4513	C32C46	02530	JP	L1
4516	22A745	02540	LD	(REG+20), HL
4519	E1	02550	POP	HL
451A	2B	02560	DEC	HL
451B	2B	02570	DEC	HL
451C	2B	02580	DEC	HL
451D	22A945	02590	LD	(REG+22), HL

4520	2AA745	02600	LD	HL, (REG+20)
4523	ED73A745	02610	LD	(REG+20), SP
4527	31A745	02620	LD	SP, REG+20
452A	FDE5	02630	PUSH	IX
452C	DDE5	02640	PUSH	IX
452E	E5	02650	PUSH	HL
452F	D5	02660	PUSH	DE
4530	C5	02670	PUSH	BC
4531	F5	02680	PUSH	AF
4532	08	02690	EX	AF, AF'
4533	D9	02700	EXX	
4534	E5	02710	PUSH	HL
4535	D5	02720	PUSH	DE
4536	C5	02730	PUSH	BC
4537	F5	02740	PUSH	AF
4538	310043	02750	LD	SP, ST
453B	CDA244	02760	CALL	PR
453E	2ABE45	02770	LD	HL, (BREAK)
4541	119045	02780	LD	DE, SAVE
4544	0603	02790	LD	B, 3
4546	1A	02800	LD	A, (DE)
4547	77	02810	LD	(HL), A
4548	23	02820	INC	HL
4549	13	02830	INC	DE
454A	10FA	02840	DJNZ	R1
454C	21EB45	02850	LD	HL, RE1
454F	CD752B	02860	CALL	2B75H
4552	2ABE45	02870	LD	HL, (BREAK)
4555	CD9744	02880	CALL	DISW
4558	CD8044	02890	CALL	CR
455B	CD8044	02900	CALL	CR
455E	21F245	02910	LD	HL, RE2
4561	CD752B	02920	CALL	2B75H
4564	DD219B45	02930	LD	IX, REG+8
4568	CDB144	02940	CALL	CH4
456B	CDB944	02950	CALL	CH6
456E	DD219345	02960	LD	IX, REG
4572	CDB144	02970	CALL	CH4
4575	DD21A545	02980	LD	IX, REG+18
4579	CDB944	02990	CALL	CH6
457C	210000	03000	LD	HL, 0
457F	22BE45	03010	LD	(BREAK), HL
4582	C32C46	03020	JP	L1
4585	0000	03030	DEFW	0
4587	0000	03040	DEFW	0
4589	0000	03050	DEFW	0
458B	00	03060	DEFB	0
458C	00	03070	DEFB	0
458D	00	03080	DEFB	0
458E	0000	03090	DEFW	0
0003		03100	DEFS	3
0018		03110	DEFS	24
45AB	1C	03120	DEFB	1CH
45AC	1F	03130	DEFB	1FH
45AD	53	03140	DEFM	'SWAT V2.0'
45AE	57			
45AF	41			
45B0	54			
45B1	20			
45B2	56			
45B3	32			
45B4	2E			
45B5	30			
45B6	0D	03150	DEFB	13
45B7	42	03160	DEFM	'BY MARK D. GOODWIN'
45B8	59			
45B9	20			
45BA	4D			

45BB	41								
45BC	52								
45BD	4B								
45BE	20								
45BF	44								
45C0	2E								
45C1	20								
45C2	47								
45C3	4F								
45C4	4F								
45C5	44								
45C6	57								
45C7	49								
45C8	4E								
45C9	0D	03170	DEFB	13					
45CA	00	03180	NOP						
45CB	41	03190 M2	DEFM	'A	B	A+B	A-B	B-A'	
45CC	20								
45CD	20								
45CE	20								
45CF	20								
45D0	20								
45D1	42								
45D2	20								
45D3	20								
45D4	20								
45D5	20								
45D6	20								
45D7	41								
45D8	2B								
45D9	42								
45DA	20								
45DB	20								
45DC	20								
45DD	41								
45DE	2D								
45DF	42								
45E0	20								
45E1	20								
45E2	20								
45E3	42								
45E4	2D								
45E5	41								
45E6	0D	03200	DEFB	13					
45E7	00	03210	NOP						
45E8	42	03220 RE1	DEFM	'BREAK AT '					
45E9	52								
45EA	45								
45EB	41								
45EC	4B								
45ED	20								
45EE	41								
45EF	54								
45F0	20								
45F1	00	03230	NOP						
45F2	41	03240 RE2	DEFM	'AF	BC	DE	HL		
			IX/Y STAK'						
45F3	46								
45F4	20								
45F5	20								
45F6	20								
45F7	42								
45F8	43								
45F9	20								
45FA	20								
45FB	20								
45FC	44								
45FD	45								

45FE	20		
45FF	20		
4600	20		
4601	48		
4602	4C		
4603	20		
4604	20		
4605	20		
4606	49		
4607	58		
4608	2F		
4609	59		
460A	20		
460B	53		
460C	54		
460D	41		
460E	4B		
460F	0D	03250	DEFB 13
4610	00	03260	NOP
4611	CD2B00	03270 KEY	CALL 2BH
4614	B7	03280	OR A
4615	C8	03290	RET Z
4616	FE01	03300	CP 1
4618	2812	03310	JR Z,L1
461A	FE20	03320	CP ' '
461C	C0	03330	RET NZ
461D	C34900	03340	JP 49H
4620	ED5B8745	03350 CH2	LD DE,(N2)
4624	DF	03360	RST 18H
4625	2802	03370	JR Z,CH3
4627	23	03380	INC HL
4628	C9	03390	RET
4629	CD8044	03400 CH3	CALL CR
462C	00	03410 L1	DEFB 0
4300		03420	END ST
00000	TOTAL ERRORS		

RE2	45F2
R1	4546
RE1	45E8
RENT	4516
B2	44F4
SAVE	4590
B1	4504
BRK	44E4
CH6	44B9
CH5	44C5
CHA4	44B3
CH4	44B1
FL2	458D
CHECK	44D1
DISW	4497
DIS	447B
SPA	448D
T2	4470
T1	446C
VID	4469
MA2	444B
TAB	4459
REG	4593
DIWS	4476
M2	45CB
MA1	444E
LQ	44A9
MA3	43E2
MATH	43DF
OUP	43D3
CH3	4629

PR	44A2
INP	43C4
N2	4587
N3	4589
Z1	43B5
ZERO	43B2
E3	43AA
E1	438A
EDIT	4387
G0	4383
D3	4380
D2	4378
N4	458B
D1	4363
KEY	4611
CR	4480
CH2	4620
DSP	4492
D12	4352
DIS1	4485
D11	434D
N1	4585
CH1	449F
DISP	4347
H5	433B
H3	432A
H1	4345
H4	4316
FLAG	458C
HEX	430F
L1	462C
BREAK	458E
M1	45AB
ST	4300

Listing 10-2 Comments

- 100 - Set the starting address for the monitor program.
- 110 - Load register pair HL with the starting address of the message to be displayed.
- 120 - Go display the message.
- 130 - Zero register pair HL.
- 140 - Save the value in register pair HL at the breakpoint address location.
- 150 - Jump.
- 160 - Zero register A.
- 170 - Zero the input flag.
- 180 - Zero register pair DE.
- 190 - Bump the input pointer in register pair HL.
- 200 - Load register A with the character at the location of the input pointer in register pair HL.
- 210 - Check to see if this is the end of the input.
- 220 - Jump if this is the end of the input.
- 230 - Check to see if the character in register A is less than a 0.
- 240 - Return if the character in register A is less than a 0.
- 250 - Check to see if the character in register A is numeric.

- 260 - Jump if the character in register A is numeric.
- 270 - Check to see if the character in register A is less than an A.
- 280 - Return if the character in register A is less than an A.
- 290 - Check to see if the character in register A is greater than a F.
- 300 - Return if the character in register A is greater than a F.
- 310 - Adjust the letter in register A so that it will be a binary 10-15.
- 320 - Save the binary value in register A on the stack.
- 330 - Load register A with a 1.
- 340 - Save the value in register A as the current input flag.
- 350 - Get the binary value from the stack and put it in register A.
- 360 - Move the binary value in register A over one bit.
- 370 - Move the binary value in register A over one bit.
- 380 - Move the binary value in register A over one bit.
- 390 - Move the binary value in register A over one bit.
- 400 - Load register B with the number of bits to be moved into register pair DE.
- 410 - Move the most significant bit in register A into the Carry flag.
- 420 - Move the bit in the Carry flag into register E and move register E's most significant bit into the Carry flag.
- 430 - Move the bit in the Carry flag into register D.
- 440 - Loop till all four bits of the hex digit have been moved into register pair DE.
- 450 - Loop till the end of the hex number has been processed.
- 460 - Decrement the input pointer in register pair HL.
- 470 - Return with the binary value of the hex number in register pair DE.
- 480 - Go check the addresses and set the current output device.
- 490 - Load register pair HL with the starting address to be displayed.
- 500 - Go send the value in register pair HL to the current output device.
- 510 - Load register B with the number of memory locations per line to output.
- 520 - Load register A with the value at the location of the memory pointer in register pair HL.
- 530 - Go display the value in register A as two hex digits.
- 540 - Check to see if the memory pointer in register pair HL is the same as the last address.
- 550 - Loop till 16 values have been sent to the current output device.

560 - Go display a carriage return.
570 - Go check to see if the BREAK or the space key was pressed.
580 - Loop till done.
590 - Save the value in register pair HL on the stack.
600 - Save the value in register A.
610 - Zero register A.
620 - Point register pair HL to the storage location of the value to be displayed.
630 - Load register A with the most significant four bits at the location in register pair HL.
640 - Go display the 4-bit value in register A.
650 - Zero register A.
660 - Load register A with the most significant four bits at the location in register pair HL.
670 - Go display the 4-bit value in register A.
680 - Get the value from the stack and put it in register pair HL.
690 - Return.
700 - Adjust the 4-bit value in register A so that it will be an ASCII character.
710 - Check to see if the character in register A is a 0-9.
720 - Jump if the character in register A is a 0-9.
730 - Adjust the 4-bit value in register A so that it will be the proper ASCII value for A-F.
740 - Go send the character in register A to the current output device.
750 - Load register pair HL with the location to jump to.
760 - Jump to the location in register pair HL.
770 - Load register pair HL with the starting address.
780 - Go display the address in register pair HL.
790 - Load register A with the value at the location of the memory pointer in register pair HL.
800 - Save the value in register A.
810 - Go display the value in register A.
820 - Save the memory pointer in register pair HL on the stack.
830 - Go get the input from the keyboard.
840 - Jump if BREAK is pressed.
850 - Point the input pointer in register pair HL to the first character in the input.
860 - Decrement the input pointer in register pair HL.
870 - Go convert the hex input to binary.

- 880 - Load register A with the input flag.
- 890 - Check to see if a hex number was input.
- 900 - Jump if a hex number wasn't input.
- 910 - Save the binary value for the hex input in register pair DE.
- 920 - Load register A with the value to be saved.
- 930 - Get the memory pointer from the stack and put it in register pair HL.
- 940 - Save the value in register A at the location of the memory pointer in register pair HL.
- 950 - Bump the memory pointer in register pair HL.
- 960 - Loop till the BREAK key is pressed.
- 970 - Load register pair HL with the starting address.
- 980 - Load register A with the value to save.
- 990 - Save the value in register A at the location of the memory pointer in register pair HL.
- 1000 - Load register pair DE with the ending address.
- 1010 - Go compare the memory pointer in register pair HL with the ending address in register pair DE.
- 1020 - Jump if the memory pointer in register pair HL is the same as the ending address in register pair DE.
- 1030 - Bump the memory pointer in register pair HL.
- 1040 - Loop till done.
- 1050 - Go set the current output device.
- 1060 - Load register A with the port to input from.
- 1070 - Load register C with the port number in register A.
- 1080 - Go read the port.
- 1090 - Go display the value read in register A.
- 1100 - Go send a carriage return to the current output device and return.
- 1110 - Load register A with the port number.
- 1120 - Load register C with the port number in register A.
- 1130 - Load register A with the value to send to the port.
- 1140 - Send the value in register A to the port in register C.
- 1150 - Jump.
- 1160 - Go set the current output device.
- 1170 - Go load the first value input into register pair HL and the second value input into register pair DE.
- 1180 - Load register A with the MSB of the second value input in register D.
- 1190 - Combine the MSB of the second value input in register A with the LSB of the second value input in register E.

- 1200 - Jump if there wasn't a second value input.
- 1210 - Load register pair HL with the starting address of the message to be displayed.
- 1220 - Go display the message.
- 1230 - Load register pair HL with the first number.
- 1240 - Go display the number in register pair HL.
- 1250 - Load register pair HL with the second number.
- 1260 - Go display the second number in register pair HL.
- 1270 - Go load the first number in register pair HL and the second number in register pair DE.
- 1280 - Add the second number in register pair DE to the first number in register pair HL.
- 1290 - Save the result in register pair HL.
- 1300 - Go display the result in register pair HL.
- 1310 - Load the first number in register pair HL and the second number in register pair DE.
- 1320 - Clear the Carry flag.
- 1330 - Go subtract the second number in register pair DE from the first number in register pair HL.
- 1340 - Save the result in register pair HL.
- 1350 - Go display the result in register pair HL.
- 1360 - Go load the first number in register pair HL and the second number in register pair DE.
- 1370 - Exchange the first number in register pair HL with the second number in register pair DE.
- 1380 - Clear the Carry flag.
- 1390 - Subtract the first number in register pair DE from the second number in register pair HL.
- 1400 - Save the result in register pair HL.
- 1410 - Go display the result in register pair HL.
- 1420 - Go display a carriage return.
- 1430 - Load register pair HL with the first number.
- 1440 - Load register E with the tab position after displaying the result in register pair HL.
- 1450 - Go display the number in register pair HL and tab to the next position.
- 1460 - Load register pair HL with the second number.
- 1470 - Load register E with the next tab position after displaying the number in register pair HL.
- 1480 - Go display the number in register pair HL and tab to the next position.

- 1490 - Load register pair HL with the result of adding the first and second numbers.
- 1500 - Load register E with the next tab position after displaying the result in register pair HL.
- 1510 - Go display the result in register pair HL and tab to the next position.
- 1520 - Load register pair HL with the result of subtracting the second number from the first number.
- 1530 - Load register E with the next tab position after displaying the result in register pair HL.
- 1540 - Go display the result in register pair HL and tab to the next position.
- 1550 - Load register pair HL with the result of subtracting the first number from the second number.
- 1560 - Go display the result in register pair HL.
- 1570 - Go display a carriage return.
- 1580 - Jump.
- 1590 - Load register pair HL with the number to be converted.
- 1600 - Go display the number in register pair HL.
- 1610 - Go display a carriage return.
- 1620 - Jump.
- 1630 - Save the tab position in register E on the stack.
- 1640 - Go display the number in register pair HL.
- 1650 - Get the tab position from the stack and put it in register E.
- 1660 - Load register A with the current output device.
- 1670 - Check to see if the current output device is the video display.
- 1680 - Jump if the current output device is the video display.
- 1690 - Load register A with the current carriage position.
- 1700 - Jump.
- 1710 - Load register A with the current cursor position.
- 1720 - Complement the current print position in register A.
- 1730 - Figure the number of spaces to be printed.
- 1740 - Bump the number of spaces to be printed in register A.
- 1750 - Load register B with the number of spaces to be printed in register A.
- 1760 - Go print a space.
- 1770 - Loop till all of the spaces have been printed.
- 1780 - Return.
- 1790 - Go display the value in register pair HL and a space.
- 1800 - Go display a space.

- 1810 - Go print the value in register pair HL.
- 1820 - Go display a space.
- 1830 - Load register A with a carriage return character.
- 1840 - Go display a carriage return on the current output device.
- 1850 - Go display the value in register pair HL.
- 1860 - Load register A with a : character.
- 1870 - Go send the : character in register A to the current output device.
- 1880 - Load register A with a space character.
- 1890 - Go send the space in register A to the current output device.
- 1900 - Go display the 8-bit value in register A.
- 1910 - Go display a space.
- 1920 - Load register A with the MSB of the value to be displayed in register H.
- 1930 - Go display the 8-bit value in register A.
- 1940 - Load register A with the LSB of the value to be displayed in register L.
- 1950 - Go display the 8-bit value in register A.
- 1960 - Go check the numbers that were input and set the default values if necessary.
- 1970 - Load register A with the output device number.
- 1980 - Save the value in register A as the current output device flag.
- 1990 - Return.
- 2000 - Load register pair HL with the first number.
- 2010 - Load register pair DE with the second number.
- 2020 - Return.
- 2030 - Load register B with the number of values to be displayed.
- 2040 - Go display the value at the location of the memory pointer in register pair IX.
- 2050 - Loop till all of the numbers have been displayed.
- 2060 - Return.
- 2070 - Go display the value at the location of the memory pointer in register pair IX.
- 2080 - Bump the memory pointer in register pair IX.
- 2090 - Bump the memory pointer in register pair IX.
- 2100 - Go display the value at the location of the memory pointer in register pair IX.
- 2110 - Go display a carriage return.
- 2120 - Load register L with the LSB of the value to be displayed at

- the location of the memory pointer in register pair IX.
- 2130 - Bump the memory pointer in register pair IX.
 - 2140 - Load register H with the MSB of the value to be displayed at the location of the memory pointer in register pair IX.
 - 2150 - Bump the memory pointer in register pair IX.
 - 2160 - Go display the value in register pair HL.
 - 2170 - Load register pair HL with the first number input.
 - 2180 - Load register A with the MSB of the first number input in register H.
 - 2190 - Combine the MSB of the first number input in register A with the LSB of the first number input in register L.
 - 2200 - Return if the first number input isn't equal to zero.
 - 2210 - Load register pair HL with the second number input.
 - 2220 - Load register A with the MSB of the second number input in register H.
 - 2230 - Combine the MSB of the second number input in register A with the LSB of the second number input in register L.
 - 2240 - Return if the second number input isn't equal to zero.
 - 2250 - Load register pair HL with the end of memory.
 - 2260 - Save the value in register pair HL as the second number input.
 - 2270 - Return.
 - 2280 - Load register pair HL with the first number input.
 - 2290 - Load register A with the MSB of the first number input in register H.
 - 2300 - Combine the MSB of the first number input in register A with the LSB of the first number input in register L.
 - 2310 - Jump if the first number input is equal to zero.
 - 2320 - Save the first number input in register pair HL on the stack.
 - 2330 - Save the first number input in register pair HL as the current breakpoint location.
 - 2340 - Load register pair DE with the location to save the values at the breakpoint location.
 - 2350 - Load register B with the number of values to be saved.
 - 2360 - Load register A with the value at the breakpoint pointer in register pair HL.
 - 2370 - Save the value in register A at the location of the breakpoint storage pointer in register pair DE.
 - 2380 - Bump the breakpoint pointer in register pair HL.
 - 2390 - Bump the breakpoint storage pointer in register pair DE.
 - 2400 - Loop till the three bytes at the breakpoint location have been saved.

- 2410 - Get the location of the breakpoint from the stack and put it in register pair HL.
- 2420 - Save a call op code at the location of the breakpoint pointer in register pair HL.
- 2430 - Bump the breakpoint pointer in register pair HL.
- 2440 - Load register pair DE with the reentry point.
- 2450 - Save the LSB of the reentry point in register E at the location of the breakpoint pointer in register pair HL.
- 2460 - Bump the breakpoint pointer in register pair HL.
- 2470 - Save the MSB of the reentry point in register D at the location of the breakpoint pointer in register pair HL.
- 2480 - Load register pair HL with the starting address of the message to be displayed.
- 2490 - Go display the message.
- 2500 - Load register pair HL with the current breakpoint location.
- 2510 - Go display the current breakpoint location in register pair HL.
- 2520 - Go display a carriage return.
- 2530 - Jump.
- 2540 - Save the value in register pair HL.
- 2550 - Get the return address from the stack and put it in register pair HL.
- 2560 - Decrement the return address in register pair HL.
- 2570 - Decrement the return address in register pair HL.
- 2580 - Decrement the return address in register pair HL.
- 2590 - Save the return address in register pair HL.
- 2600 - Load register pair HL with the value previously saved.
- 2610 - Save the current location of the stack pointer.
- 2620 - Set the stack pointer at the storage locations for the registers.
- 2630 - Save the value in register pair IY.
- 2640 - Save the value in register pair IX.
- 2650 - Save the value in register pair HL.
- 2660 - Save the value in register pair DE.
- 2670 - Save the value in register pair BC.
- 2680 - Save the value in register pair AF.
- 2690 - Exchange the prime and the nonprime registers.
- 2700 - Exchange the prime and the nonprime registers.
- 2710 - Save the value in register pair HL.
- 2720 - Save the value in register pair DE.
- 2730 - Save the value in register pair BC.
- 2740 - Save the value in register pair AF.

- 2750 - Reset the stack pointer.
- 2760 - Go set the current output device.
- 2770 - Load register pair HL with the current location of the breakpoint.
- 2780 - Load register pair DE with the location of the breakpoint storage location.
- 2790 - Load register B with the number of bytes to be replaced in memory.
- 2800 - Load register A with the value at the location of the breakpoint storage location in register pair DE.
- 2810 - Save the value in register A at the location of the breakpoint pointer in register pair HL.
- 2820 - Bump the breakpoint pointer in register pair HL.
- 2830 - Bump the breakpoint storage pointer in register pair DE.
- 2840 - Loop till all of the bytes have been replaced.
- 2850 - Load register pair HL with the starting address of the message to be displayed.
- 2860 - Go display the message.
- 2870 - Load register pair HL with the current breakpoint location.
- 2880 - Go display the current breakpoint location in register pair HL.
- 2890 - Go display a carriage return.
- 2900 - Go display a carriage return.
- 2910 - Load register pair HL with the starting address of the message to be displayed.
- 2920 - Go display the message.
- 2930 - Load register pair IX with the register storage location.
- 2940 - Go display the register values.
- 2950 - Go display the register values.
- 2960 - Load register pair IX with the location of the registers to be displayed.
- 2970 - Go display the register values.
- 2980 - Load register pair IX with the register values storage location.
- 2990 - Go display the register values.
- 3000 - Zero register pair HL.
- 3010 - Save the value in register pair HL as the current breakpoint location.
- 3020 - Jump.
- 3030 - The first number input is stored here.
- 3040 - The second number input is stored here.
- 3050 - The third number input is stored here.

- 3060 - Temporary storage location.
- 3070 - Input flag.
- 3080 - Current output device number is stored here.
- 3090 - The current breakpoint location is stored here.
- 3100 - The values at the current breakpoint location are stored here.
- 3110 - The register values are stored here upon reentry from a breakpoint.
- 3120 - This will home the cursor.
- 3130 - This will clear to the end of the screen.
- 3140 - Part of the sign-on message is stored here.
- 3150 - This will display a carriage return as part of the sign-on message.
- 3160 - Part of the sign-on message is stored here.
- 3170 - This will display a carriage return as part of the sign-on message.
- 3180 - Sign-on message terminator.
- 3190 - Math conversion message is stored here.
- 3200 - This will display a carriage return as part of the math conversion message.
- 3210 - Math conversion message terminator is stored here.
- 3220 - Breakpoint message is stored here.
- 3230 - Breakpoint message terminator is stored here.
- 3240 - Register display message is stored here.
- 3250 - This will display a carriage return as part of the register display message.
- 3260 - Register display message terminator is stored here.
- 3270 - Go scan the keyboard.
- 3280 - Check to see if there was a key pressed.
- 3290 - Return if a key wasn't pressed.
- 3300 - Check to see if the BREAK key was pressed.
- 3310 - Jump if the BREAK key was pressed.
- 3320 - Check to see if the space key was pressed.
- 3330 - Return if the space key wasn't pressed.
- 3340 - Loop till another key is pressed.
- 3350 - Load register pair DE with the second number input.
- 3360 - Go check to see if the current value in register pair HL is the same as the second number input in register pair DE.
- 3370 - Jump if the value in register pair HL is the same as the second number input in register pair DE.
- 3380 - Bump the value in register pair HL.
- 3390 - Return.

3400 - Go display a carriage return.
 3410 - Link to the next part.
 3420 - End of the program.

Listing 10-3

4585	00100	N1	EQU	4585H
4587	00110	N2	EQU	4587H
4589	00120	N3	EQU	4589H
458C	00130	FLAG	EQU	458CH
4497	00140	DISW	EQU	4497H
4480	00150	CR	EQU	4480H
44D1	00160	CHECK	EQU	44D1H
44A2	00170	PR	EQU	44A2H
4485	00180	DIS1	EQU	4485H
4492	00190	DSP	EQU	4492H
4363	00200	D1	EQU	4363H
448D	00210	SPA	EQU	448DH
449F	00220	CH1	EQU	449FH
4620	00230	CH2	EQU	4620H
4629	00240	CH3	EQU	4629H
4611	00250	KEY	EQU	4611H
462C	00260		ORG	462CH
462C	C3E948	00270	JP	L1
462F	AF	00280	XOR	A
4630	328C45	00290	LD	(FLAG), A
4633	CD8C46	00300	CALL	CASS
4636	CD9602	00310	CALL	296H
4639	CD3502	00320	CALL	235H
463C	FE55	00330	CP	55H
463E	20F9	00340	JR	NZ, RA1
4640	0606	00350	LD	B, 6
4642	21D246	00360	LD	HL, NAME
4645	CD3502	00370	CALL	235H
4648	77	00380	LD	(HL), A
4649	23	00390	INC	HL
464A	10F9	00400	DJNZ	RA2
464C	CD2C02	00410	CALL	22CH
464F	CD3502	00420	CALL	235H
4652	FE78	00430	CP	78H
4654	2835	00440	JR	Z, RA6
4656	FE3C	00450	CP	3CH
4658	20F5	00460	JR	NZ, RA4
465A	CD3502	00470	CALL	235H
465D	47	00480	LD	B, A
465E	CD1403	00490	CALL	314H
4661	85	00500	ADD	A, L
4662	4F	00510	LD	C, A
4663	3A8C45	00520	LD	A, (FLAG)
4666	FE01	00530	CP	1
4668	2808	00540	JR	Z, RA5
466A	228545	00550	LD	(N1), HL
466D	3E01	00560	LD	A, 1
466F	328C45	00570	LD	(FLAG), A
4672	CD3502	00580	CALL	235H
4675	77	00590	LD	(HL), A
4676	23	00600	INC	HL
4677	228745	00610	LD	(N2), HL
467A	81	00620	ADD	A, C
467B	4F	00630	LD	C, A
467C	10F4	00640	DJNZ	RA5
467E	CD3502	00650	CALL	235H
4681	B9	00660	CP	C
4682	28C8	00670	JR	Z, RA3

46B4	3E43	00680	LD	A, 43H
46B6	323E3C	00690	LD	(3C3EH), A
46B9	18C4	00700	JR	RA4
46BB	CD1403	00710 RA6	CALL	314H
46BE	22B945	00720	LD	(N3), HL
4691	CDF801	00730	CALL	1F8H
4694	21E946	00740	LD	HL, CA2
4697	CD752B	00750	CALL	2B75H
469A	21D246	00760	LD	HL, NAME
469D	CD752B	00770	CALL	2B75H
46A0	CD8044	00780	CALL	CR
46A3	2A8545	00790	LD	HL, (N1)
46A6	CDCA46	00800	CALL	DIS2
46A9	2A8745	00810	LD	HL, (N2)
46AC	2B	00820	DEC	HL
46AD	CDCA46	00830	CALL	DIS2
46B0	2A8945	00840	LD	HL, (N3)
46B3	CD9744	00850	CALL	DISW
46B6	CD8044	00860	CALL	CR
46B9	C3E94B	00870	JP	L1
46BC	21D946	00880 CASS	LD	HL, CA1
46BF	CD752B	00890	CALL	2B75H
46C2	CD4900	00900	CALL	49H
46C5	3E01	00910	LD	A, 1
46C7	C31202	00920	JP	212H
46CA	CD9744	00930 DIS2	CALL	DISW
46CD	3E2C	00940	LD	A, ', '
46CF	C32A03	00950	JP	32AH
00D6		00960 NAME	DEFS	6
46D8	00	00970	NOP	
46D9	52	00980 CA1	DEFM	'READY CASSETTE'
46DA	45			
46DB	41			
46DC	44			
46DD	59			
46DE	20			
46DF	43			
46E0	41			
46E1	53			
46E2	53			
46E3	45			
46E4	54			
46E5	54			
46E6	45			
46E7	0D	00990	DEFB	13
46E8	00	01000	NOP	
46E9	4E	01010 CA2	DEFM	'NAME: '
46EA	41			
46EB	4D			
46EC	45			
46ED	3A			
46EE	20			
46EF	00	01020	NOP	
46F0	2A8945	01030 PUNCH	LD	HL, (N3)
46F3	7C	01040	LD	A, H
46F4	B5	01050	OR	L
46F5	2006	01060	JR	NZ, PUN
46F7	2A8545	01070	LD	HL, (N1)
46FA	22B945	01080	LD	(N3), HL
46FD	21E946	01090 PUN	LD	HL, CA2
4700	CD752B	01100	CALL	2B75H
4703	CD6103	01110	CALL	361H
4706	DAE94B	01120	JP	C, L1
4709	D7	01130	RST	16
470A	2003	01140	JR	NZ, PU1
470C	217D47	01150	LD	HL, CA3
470F	E5	01160 PU1	PUSH	HL

4710	CDBC46	01170		CALL	CASS
4713	FDE1	01180		POP	IY
4715	CDCA47	01190		CALL	LENGTH
4718	CD8402	01200		CALL	284H
471B	3E55	01210		LD	A,55H
471D	CD6402	01220		CALL	264H
4720	0606	01230		LD	B,6
4722	FD7E00	01240	PU2	LD	A,(IY+0)
4725	CD6402	01250		CALL	264H
4728	FD23	01260		INC	IY
472A	10F6	01270		DJNZ	PU2
472C	25	01280	PU3	DEC	H
472D	FA3E47	01290		JP	M,PU4
4730	3E3C	01300		LD	A,3CH
4732	CD6402	01310		CALL	264H
4735	AF	01320		XOR	A
4736	CD6402	01330		CALL	264H
4739	CD6547	01340		CALL	PU5
473C	18EE	01350		JR	PU3
473E	AF	01360	PU4	XOR	A
473F	BD	01370		CP	L
4740	2B0C	01380		JR	Z,PU6
4742	3E3C	01390		LD	A,3CH
4744	CD6402	01400		CALL	264H
4747	7D	01410		LD	A,L
4748	CD6402	01420		CALL	264H
474B	CD6547	01430		CALL	PU5
474E	3E78	01440	PU6	LD	A,78H
4750	CD6402	01450		CALL	264H
4753	3A8945	01460		LD	A,(N3)
4756	CD6402	01470		CALL	264H
4759	3A8A45	01480		LD	A,(N3+1)
475C	CD6402	01490		CALL	264H
475F	CDFB01	01500		CALL	1FBH
4762	C3E948	01510		JP	L1
4765	47	01520	PU5	LD	B,A
4766	7B	01530		LD	A,E
4767	CD6402	01540		CALL	264H
476A	7A	01550		LD	A,D
476B	CD6402	01560		CALL	264H
476E	83	01570		ADD	A,E
476F	4F	01580		LD	C,A
4770	1A	01590	PU7	LD	A,(DE)
4771	CD6402	01600		CALL	264H
4774	81	01610		ADD	A,C
4775	4F	01620		LD	C,A
4776	13	01630		INC	DE
4777	10F7	01640		DJNZ	PU7
4779	79	01650		LD	A,C
477A	C36402	01660		JP	264H
477D	4E	01670	CA3	DEFM	'NONAME'
477E	4F				
477F	4E				
4780	41				
4781	4D				
4782	45				
4783	CD9F44	01680	ASC	CALL	CH1
4786	2A8545	01690		LD	HL,(N1)
4789	CD8544	01700	AS1	CALL	DIS1
478C	0630	01710		LD	B,48
478E	7E	01720	AS2	LD	A,(HL)
478F	CBBF	01730		RES	7,A
4791	FE20	01740		CP	32
4793	3804	01750		JR	C,AS3
4795	FE80	01760		CP	128
4797	3802	01770		JR	C,AS4
4799	3E2E	01780	AS3	LD	A,'.'

479B	CD2A03	01790	AS4	CALL	32AH
479E	CD2046	01800		CALL	CH2
47A1	10EB	01810		DJNZ	AS2
47A3	CD8044	01820		CALL	CR
47A6	CD1146	01830		CALL	KEY
47A9	18DE	01840		JR	AS1
47AB	CD9F44	01850	FIND	CALL	CH1
47AE	CDD647	01860	F1	CALL	SEARCH
47B1	F5	01870		PUSH	AF
47B2	CDD348	01880		CALL	CH19
47B5	7E	01890		LD	A, (HL)
47B6	CDC548	01900		CALL	CH12
47B9	F1	01910		POP	AF
47BA	E2E948	01920		JP	PO, L1
47BD	CD1146	01930		CALL	KEY
47C0	18EC	01940		JR	F1
47C2	CD9F44	01950	CH9	CALL	CH1
47C5	1803	01960		JR	LENGTH
47C7	CDD144	01970	CH7	CALL	CHECK
47CA	2A8745	01980	LENGTH	LD	HL, (N2)
47CD	ED5B8545	01990		LD	DE, (N1)
47D1	AF	02000		XOR	A
47D2	ED52	02010		SBC	HL, DE
47D4	23	02020		INC	HL
47D5	C9	02030		RET	
47D6	CDCA47	02040	SEARCH	CALL	LENGTH
47D9	E5	02050		PUSH	HL
47DA	C1	02060		POP	BC
47DB	2A8545	02070		LD	HL, (N1)
47DE	3A8945	02080		LD	A, (N3)
47E1	EDB1	02090		CPJR	
47E3	C2E948	02100		JP	NZ, L1
47E6	228545	02110		LD	(N1), HL
47E9	C9	02120		RET	
47EA	CD9F44	02130	HUNT	CALL	CH1
47ED	CDD647	02140	H1	CALL	SEARCH
47F0	F5	02150		PUSH	AF
47F1	2B	02160		DEC	HL
47F2	CDD348	02170		CALL	CH19
47F5	5E	02180		LD	E, (HL)
47F6	23	02190		INC	HL
47F7	56	02200		LD	D, (HL)
47F8	EB	02210		EX	DE, HL
47F9	CD9744	02220		CALL	DISW
47FC	CD8044	02230		CALL	CR
47FF	F1	02240		POP	AF
4800	E2E948	02250		JP	PO, L1
4803	CD1146	02260		CALL	KEY
4806	18E5	02270		JR	H1
4808	CDBA48	02280	MOVE	CALL	CHB
480B	CDCB48	02290		CALL	CH13
480E	EDB0	02300		LDIR	
4810	C3E948	02310		JP	L1
4813	CDC247	02320	SUM	CALL	CH9
4816	EB	02330		EX	DE, HL
4817	2A8545	02340		LD	HL, (N1)
481A	47	02350		LD	B, A
481B	7E	02360	S1	LD	A, (HL)
481C	80	02370		ADD	A, B
481D	47	02380		LD	B, A
481E	23	02390		INC	HL
481F	1B	02400		DEC	DE
4820	7A	02410		LD	A, D
4821	B3	02420		OR	E
4822	20F7	02430		JR	NZ, S1
4824	C5	02440		PUSH	BC
4825	213248	02450		LD	HL, SU1
4828	CD752B	02460		CALL	2B75H

482B	F1	02470		POP	AF
482C	CD6343	02480		CALL	D1
482F	C32946	02490		JP	CH3
4832	43	02500	SU1	DEFM	'CHECKSUM: '
4833	48				
4834	45				
4835	43				
4836	4B				
4837	53				
4838	55				
4839	4D				
483A	3A				
483B	20				
483C	00	02510		NOF	
483D	CDC048	02520	TEST	CALL	CH10
4840	2A8545	02530		LD	HL, (N1)
4843	5E	02540	T1	LD	E, (HL)
4844	AF	02550		XOR	A
4845	77	02560		LD	(HL), A
4846	56	02570		LD	D, (HL)
4847	BA	02580		CP	D
4848	73	02590		LD	(HL), E
4849	280C	02600		JR	Z, T2
484B	D5	02610		PUSH	DE
484C	CD8544	02620		CALL	DIS1
484F	AF	02630		XOR	A
4850	CD9244	02640		CALL	DSP
4853	F1	02650		POP	AF
4854	CDC548	02660		CALL	CH12
4857	5E	02670	T2	LD	E, (HL)
4858	3EFF	02680		LD	A, OFFH
485A	77	02690		LD	(HL), A
485B	56	02700		LD	D, (HL)
485C	BA	02710		CP	D
485D	73	02720		LD	(HL), E
485E	280D	02730		JR	Z, T3
4860	D5	02740		PUSH	DE
4861	CD8544	02750		CALL	DIS1
4864	3EFF	02760		LD	A, OFFH
4866	CD9244	02770		CALL	DSP
4869	F1	02780		POP	AF
486A	CDC548	02790		CALL	CH12
486D	CDD048	02800	T3	CALL	CH18
4870	18D1	02810		JR	T1
4872	CDC048	02820	VERF	CALL	CH10
4875	CDCB48	02830	V1	CALL	CH13
4878	7E	02840		LD	A, (HL)
4879	EB	02850		EX	DE, HL
487A	BE	02860		CP	(HL)
487B	23	02870		INC	HL
487C	13	02880		INC	DE
487D	ED538545	02890		LD	(N1), DE
4881	228945	02900		LD	(N3), HL
4884	281B	02910		JR	Z, V2
4886	E5	02920		PUSH	HL
4887	EB	02930		EX	DE, HL
4888	2B	02940		DEC	HL
4889	CD8544	02950		CALL	DIS1
488C	7E	02960		LD	A, (HL)
488D	CD9244	02970		CALL	DSP
4890	3E2D	02980		LD	A, '-'
4892	CD2A03	02990		CALL	32AH
4895	CD8D44	03000		CALL	SPA
4898	E1	03010		POP	HL
4899	2B	03020		DEC	HL
489A	CD8544	03030		CALL	DIS1
489D	7E	03040		LD	A, (HL)
489E	CDC548	03050		CALL	CH12

48A1	CDDE48	03060	V2	CALL	CH17
48A4	C37548	03070		JP	V1
48A7	CDBA48	03080	EXCH	CALL	CH8
48AA	CDCB48	03090		CALL	CH13
48AD	C5	03100	E1	PUSH	BC
48AE	46	03110		LD	B, (HL)
48AF	EB	03120		EX	DE, HL
48B0	7E	03130		LD	A, (HL)
48B1	70	03140		LD	(HL), B
48B2	EB	03150		EX	DE, HL
48B3	77	03160		LD	(HL), A
48B4	C1	03170		POP	BC
48B5	CDE348	03180		CALL	CH14
48B8	1BF3	03190		JR	E1
48BA	CDC747	03200	CH8	CALL	CH7
48BD	E5	03210	CH11	PUSH	HL
48BE	C1	03220		POP	BC
48BF	C9	03230		RET	
48C0	CDC247	03240	CH10	CALL	CH9
48C3	1BF8	03250		JR	CH11
48C5	CD9244	03260	CH12	CALL	DSP
48C8	C38044	03270		JP	CR
48CB	2A8545	03280	CH13	LD	HL, (N1)
48CE	ED5B8945	03290		LD	DE, (N3)
48D2	C9	03300		RET	
48D3	2B	03310	CH19	DEC	HL
48D4	CD8544	03320		CALL	DIS1
48D7	7E	03330	CH20	LD	A, (HL)
48D8	CD9244	03340		CALL	DSP
48DB	23	03350		INC	HL
48DC	C9	03360		RET	
48DD	23	03370	CH18	INC	HL
48DE	CD1146	03380	CH17	CALL	KEY
48E1	1802	03390		JR	CH16
48E3	13	03400	CH14	INC	DE
48E4	23	03410	CH15	INC	HL
48E5	0B	03420	CH16	DEC	BC
48E6	78	03430		LD	A, B
48E7	B1	03440		OR	C
48E8	C0	03450		RET	NZ
48E9	00	03460	L1	DEFB	0
4300		03470		END	4300H
00000	TOTAL ERRORS				

CH15	48E4
CH16	48E5
CH20	48D7
CH11	48BD
CH14	48E3
E1	48AD
EXCH	48A7
CH17	48DE
V2	48A1
V1	4875
VERF	4872
CH18	48DD
T3	486D
T2	4857
T1	4843
CH10	48C0
TEST	483D
SU1	4832
S1	481B
SUM	4813
CH13	48CB
CH8	48BA
MOVE	4808
H1	47ED

HUNT	47EA
CH7	47C7
CH9	47C2
CH12	48C5
CH19	48D3
SEARCH	47D6
F1	47AE
FIND	47AB
AS4	479B
AS3	4799
AS2	478E
AS1	4789
ASC	4783
PU7	4770
PU6	474E
PU5	4765
PU4	473E
PU3	472C
PU2	4722
LENGTH	47CA
CA3	477D
PU1	470F
PUN	46FD
PUNCH	46F0
CA1	46D9
DIS2	46CA
CA2	46E9
RA5	4672
RA6	468B
RA4	464F
RA3	464C
RA2	4645
NAME	46D2
RA1	4639
CASS	46BC
READ	462F
L1	48E9
KEY	4611
CH3	4629
CH2	4620
CH1	449F
SPA	448D
D1	4363
DSP	4492
DIS1	4485
PR	44A2
CHECK	44D1
CR	4480
DISW	4497
FLAG	458C
N3	4589
N2	4587
N1	4585

Listing 10-3 Comments

100 - Value from previous part.
 110 - Value from previous part.
 120 - Value from previous part.
 130 - Value from previous part.
 140 - Value from previous part.
 150 - Value from previous part.
 160 - Value from previous part.

- 170 - Value from previous part.
- 180 - Value from previous part.
- 190 - Value from previous part.
- 200 - Value from previous part.
- 210 - Value from previous part.
- 220 - Value from previous part.
- 230 - Value from previous part.
- 240 - Value from previous part.
- 250 - Value from previous part.
- 260 - Set the starting address to the end of the last part.
- 270 - Jump.
- 280 - Zero register A.
- 290 - Zero the input flag.
- 300 - Go display the prompt and turn on the cassette.
- 310 - Go read the leader and find the sync byte.
- 320 - Go read a byte from the cassette recorder and return with it in register A.
- 330 - Check to see if the byte read from the cassette is the filename header byte.
- 340 - Loop till the filename header byte is found.
- 350 - Load register B with the number of bytes to be read for the filename.
- 360 - Load register pair HL with the filename storage location.
- 370 - Go read a byte from the cassette recorder and return with the byte in register A.
- 380 - Save the byte read from the cassette in register A at the location of the filename storage pointer in register pair HL.
- 390 - Bump the filename storage pointer in register pair HL.
- 400 - Loop till all of the bytes in the filename have been read.
- 410 - Go blink the asterisks on the video display.
- 420 - Go read a byte from the cassette recorder and return with it in register A.
- 430 - Check to see if the byte read from the cassette recorder is the jump address header.
- 440 - Jump if the byte read from the cassette recorder is the jump address header.
- 450 - Check to see if the byte read from the cassette in register A is the data block header.
- 460 - Jump if the byte read from the cassette in register A isn't a data block header.
- 470 - Go read a byte from the cassette recorder and return with it in register A.

- 480 - Save the number of bytes in the file block in register A in register B.
- 490 - Go read two bytes from the cassette recorder and return with the data block starting address in register pair HL.
- 500 - Add the MSB of the data block's starting address in register A to the LSB of the data block's starting address in register L.
- 510 - Save the combined starting address in register A as the starting checksum in register C.
- 520 - Load register A with the input flag.
- 530 - Check to see if the starting address has been saved.
- 540 - Jump if the program's starting address has already been saved.
- 550 - Save the starting address in register pair HL.
- 560 - Load register A with the value to indicate the starting address has been saved.
- 570 - Save the value in register A in the input flag.
- 580 - Go read a byte from the cassette recorder and return with it in register A.
- 590 - Save the value in register A at the location of the memory pointer in register pair HL.
- 600 - Bump the memory pointer in register pair HL.
- 610 - Save the memory pointer in register pair HL as the ending address.
- 620 - Add the current checksum in register C with the value in register A.
- 630 - Save the updated checksum in register A in register C.
- 640 - Loop till the data block has been read.
- 650 - Go read the checksum from the cassette recorder and return with it in register A.
- 660 - Compare the checksum read from the tape in register A with the computed checksum in register C.
- 670 - Jump if the checksum read from the tape in register A matches the checksum computed in register C.
- 680 - Load register A with a C character.
- 690 - Go display the C character in register A on the video display.
- 700 - Jump.
- 710 - Go read the execution address from the cassette recorder and return with it in register pair HL.
- 720 - Save the execution address in register pair HL.
- 730 - Go turn off the cassette recorder.

- 740 - Load register pair HL with the starting address for the message to be displayed.
- 750 - Go display the message.
- 760 - Load register pair HL with the starting address for the filename.
- 770 - Go display the filename.
- 780 - Go display a carriage return.
- 790 - Load register pair HL with the starting address.
- 800 - Go display the program's starting address in register pair HL.
- 810 - Load register pair HL with the program's ending address.
- 820 - Decrement the program's ending address in register pair HL.
- 830 - Go display the program's ending address in register pair HL.
- 840 - Load register pair HL with the program's execution address.
- 850 - Go display the program's execution address in register pair HL.
- 860 - Go display a carriage return.
- 870 - Jump.
- 880 - Load register pair HL with the starting address of the cassette prompting message.
- 890 - Go display the message.
- 900 - Go wait till a key is pressed.
- 910 - Load register A with the drive number to turn on.
- 920 - Go start the cassette motor.
- 930 - Go display the value in register pair HL.
- 940 - Load register A with a comma character.
- 950 - Go display a comma.
- 960 - The program's name will be stored here.
- 970 - The program's name message terminator is stored here.
- 980 - The cassette prompting message is stored here.
- 990 - This will display a carriage return as part of the cassette prompting message.
- 1000 - The cassette prompting message terminator is stored here.
- 1010 - The NAME message is stored here.
- 1020 - The NAME message terminator is stored here.
- 1030 - Load register pair HL with the program's execution address.
- 1040 - Load register A with the MSB of the program's execution address in register H.

- 1050 - Combine the MSB of the program's execution address in register A with the LSB of the program's execution address in register L.
- 1060 - Jump if the execution address in register pair HL isn't equal to zero.
- 1070 - Load register pair HL with the program's starting address.
- 1080 - Save the program's starting address in register pair HL as the program's execution address.
- 1090 - Load register pair HL with the starting address of the NAME message.
- 1100 - Go display the NAME message.
- 1110 - Go get the keyboard input.
- 1120 - Jump if the BREAK key was pressed.
- 1130 - Go bump the input buffer pointer in register pair HL till it points to the first character in the input.
- 1140 - Jump if a name was input.
- 1150 - Load register pair HL with the starting address for the NONAME program name.
- 1160 - Save the starting address for the program name in register pair HL on the stack.
- 1170 - Go prompt for the cassette and turn on the cassette motor.
- 1180 - Get the program name's starting address from the stack and put it in register pair IX.
- 1190 - Go figure the program's length and return with it in register pair HL.
- 1200 - Go write the leader and the sync byte.
- 1210 - Load register A with the filename header byte.
- 1220 - Go write the filename header byte on the cassette recorder.
- 1230 - Load register B with the length of the filename to write on the cassette recorder.
- 1240 - Load register A with the character at the filename pointer in register pair IX.
- 1250 - Go write the filename character in register A on the cassette recorder.
- 1260 - Bump the filename pointer in register pair IX.
- 1270 - Loop till the filename has been completely written on the cassette.
- 1280 - Decrement the MSB of the program's length in register H.
- 1290 - Jump if this is the last data block to be written.
- 1300 - Load register A with the data block file header.
- 1310 - Go write the data block file header byte on the cassette recorder.

- 1320 - Load register A with the data block's length.
- 1330 - Go write the data block's length on the cassette recorder.
- 1340 - Go write the data block.
- 1350 - Loop till all but the last data block has been written.
- 1360 - Zero register A.
- 1370 - Check to see if the LSB of the program's length in register L is zero.
- 1380 - Jump if the LSB of the program's length is zero.
- 1390 - Load register A with the data block header byte.
- 1400 - Go write the data block header byte on the cassette.
- 1410 - Load register A with the data block's length in register L.
- 1420 - Go write the data block's length on the cassette recorder.
- 1430 - Go write the data block on the cassette recorder.
- 1440 - Load register A with the execution address header byte.
- 1450 - Go write the execution address header byte on the cassette recorder.
- 1460 - Load register A with the LSB of the execution address.
- 1470 - Go write the execution address's LSB on the cassette recorder.
- 1480 - Load register A with the MSB of the execution address.
- 1490 - Go write the MSB of the execution address on the cassette recorder.
- 1500 - Go turn off the cassette recorder.
- 1510 - Jump.
- 1520 - Load register B with the data block's length in register A.
- 1530 - Load register A with the data block's starting address in register E.
- 1540 - Go write the LSB of the data block's starting address on the cassette recorder.
- 1550 - Load register A with the MSB of the data block's starting address in register D.
- 1560 - Go write the MSB of the data block's starting address on the cassette recorder.
- 1570 - Add the LSB of the data block's starting address in register E to the MSB of the data block's starting address in register A.
- 1580 - Load register C with the starting checksum in register A.
- 1590 - Load register A with the byte at the location of the memory pointer in register pair DE.
- 1600 - Go write the byte in register A on the cassette recorder.
- 1610 - Add the current checksum in register C to the value in register A.

- 1620 - Save the updated checksum in register A in register C.
- 1630 - Bump the memory pointer in register pair DE.
- 1640 - Loop till the data block has been completely written on the cassette recorder.
- 1650 - Load register A with the checksum in register C.
- 1660 - Go write the checksum on the cassette recorder.
- 1670 - The NONAME program file name is stored here.
- 1680 - Go check the input values.
- 1690 - Load register pair HL with the starting address.
- 1700 - Go display the memory pointer in register pair HL.
- 1710 - Load register B with the number of characters to be displayed.
- 1720 - Load register A with the value at the location of the memory pointer in register pair HL.
- 1730 - Clear bit-7 of the character to be displayed in register A.
- 1740 - Check to see if the character in register A is a control code.
- 1750 - Jump if the character in register A is a control code.
- 1760 - Check to see if the character in register A is greater than 80H.
- 1770 - Jump if the character in register A is less than 80H.
- 1780 - Load register A with a . character.
- 1790 - Go display the character in register A.
- 1800 - Go check to see if the memory pointer in register pair HL is the same as the ending address.
- 1810 - Loop till 48 characters have been displayed.
- 1820 - Go display a carriage return.
- 1830 - Go check to see if a key has been pressed.
- 1840 - Jump till all of the memory locations have been displayed.
- 1850 - Go check the input values.
- 1860 - See if the character can be found.
- 1870 - Save the flags on the stack.
- 1880 - Go display the memory location and the value found.
- 1890 - Load register A with the next byte after the one found.
- 1900 - Go display the byte in register A.
- 1910 - Get the flags from the stack.
- 1920 - Jump if this is the end of the search.
- 1930 - Go check to see if a key is pressed.
- 1940 - Jump till the end of the search.
- 1950 - Go check the input values.
- 1960 - Jump.
- 1970 - Go check the input values.
- 1980 - Load register pair HL with the ending address.

- 1990 - Load register pair DE with the starting address.
- 2000 - Clear the Carry flag.
- 2010 - Subtract the starting address in register pair DE from the ending address in register pair HL.
- 2020 - Bump the length in register pair HL.
- 2030 - Return.
- 2040 - Go figure the length and return with the length in register pair HL.
- 2050 - Save the length in register pair HL on the stack.
- 2060 - Get the length from the stack and put it in register pair BC.
- 2070 - Load register pair HL with the starting address.
- 2080 - Load register A with the value to be found.
- 2090 - Go see if the value in register A can be found.
- 2100 - Jump if the value in register A can't be found.
- 2110 - Save the next value to be searched for in register pair HL.
- 2120 - Return.
- 2130 - Go check the input values.
- 2140 - Go check to see if the value can be found.
- 2150 - Save the flags on the stack.
- 2160 - Decrement the memory pointer in register pair HL.
- 2170 - Go display the memory location and the value at the location of the memory pointer in register pair HL.
- 2180 - Load register E with the LSB of the value at the location of the memory pointer in register pair HL.
- 2190 - Bump the memory pointer in register pair HL.
- 2200 - Load register D with the MSB of the value at the location of the memory pointer in register pair HL.
- 2210 - Exchange the memory pointer in register pair HL with the value in register pair DE.
- 2220 - Go display the value in register pair HL.
- 2230 - Go display a carriage return.
- 2240 - Get the flags from the stack.
- 2250 - Jump if this is the end of the search.
- 2260 - Go check to see if a key has been pressed.
- 2270 - Jump if the search hasn't been completed.
- 2280 - Go get the length of the portion of memory to be moved and return with it in register pair BC.
- 2290 - Go get the starting address of the section of memory to be moved in register pair HL and the new starting address in register pair DE.
- 2300 - Go move the memory.

- 2310 - Jump.
- 2320 - Go get the length of the section of memory to be checksummed.
- 2330 - Load register pair DE with the length of the section of memory to be checksummed.
- 2340 - Load register pair HL with the starting address.
- 2350 - Load register B with the starting checksum.
- 2360 - Load register A with the value at the location of the memory pointer in register pair HL.
- 2370 - Add the current checksum in register B to the value in register A.
- 2380 - Load register B with the updated checksum in register A.
- 2390 - Bump the memory pointer in register pair HL.
- 2400 - Decrement the length in register pair DE.
- 2410 - Load register A with the MSB of the length in register D.
- 2420 - Combine the LSB of the length in register E with the MSB of the length in register A.
- 2430 - Jump if this isn't the end of the section of memory to be checksummed.
- 2440 - Save the checksum in register B on the stack.
- 2450 - Load register pair HL with the starting address of the message to be displayed.
- 2460 - Go display the message.
- 2470 - Get the checksum from the stack and put it in register A.
- 2480 - Go display the checksum in register A.
- 2490 - Jump.
- 2500 - The checksum message is stored here.
- 2510 - The checksum message terminator is stored here.
- 2520 - Go check the input values and get the length of the section of memory to be tested.
- 2530 - Load register pair HL with the starting address.
- 2540 - Load register E with the value at the location of the memory pointer in register pair HL.
- 2550 - Zero register A.
- 2560 - Save the value in register A at the location of the memory pointer in register pair HL.
- 2570 - Load register D with the value at the location of the memory pointer in register pair HL.
- 2580 - Compare the value in register D with the expected value in register A.
- 2590 - Save the original value in register E at the location of the

- memory pointer in register pair HL.
- 2600 - Jump if the value in register D is the same as the value in register A.
 - 2610 - Save the value in register D on the stack.
 - 2620 - Go display the value of the memory pointer in register pair HL.
 - 2630 - Zero register A.
 - 2640 - Go display the expected value in register A.
 - 2650 - Get the actual value from the stack and put it in register A.
 - 2660 - Go display the value in register A and a carriage return.
 - 2670 - Load register E with the value at the location of the memory pointer in register pair HL.
 - 2680 - Load register A with the value to be tested.
 - 2690 - Save the value in register A at the location of the memory pointer in register pair HL.
 - 2700 - Load register D with the value at the location of the memory pointer in register pair HL.
 - 2710 - Check to see if the value in register D matches the expected value in register A.
 - 2720 - Save the original value in register E at the location of the memory pointer in register pair HL.
 - 2730 - Jump if the value in register D matches the expected value in register A.
 - 2740 - Save the value in register D on the stack.
 - 2750 - Go display the memory pointer in register pair HL.
 - 2760 - Load register A with the expected value.
 - 2770 - Go display the expected value in register A.
 - 2780 - Get the actual value from the stack and put it in register A.
 - 2790 - Go display the actual value in register A and a carriage return.
 - 2800 - Go check to see if this is the last location to be checked.
 - 2810 - Jump till all of the locations have been tested.
 - 2820 - Go check the input values and return with the length in register pair BC.
 - 2830 - Load register pair HL with the first starting address and register pair DE with the second starting address.
 - 2840 - Load register A with the value at the location of the memory pointer in register pair HL.
 - 2850 - Exchange the memory pointer in register pair HL with the second memory pointer in register pair DE.
 - 2860 - Compare the value in register A with the value at the location of the second memory pointer in register pair HL.

- 2870 - Bump the second memory pointer in register pair HL.
- 2880 - Bump the first memory pointer in register pair DE.
- 2890 - Save the first memory pointer in register pair DE.
- 2900 - Save the second memory pointer in register pair HL.
- 2910 - Jump if the two values in memory match.
- 2920 - Save the second memory pointer in register pair HL on the stack.
- 2930 - Load register pair HL with the first memory pointer.
- 2940 - Decrement the first memory pointer in register pair HL.
- 2950 - Go display the value of the first memory pointer in register pair HL.
- 2960 - Load register A with the value at the location of the first memory pointer in register pair HL.
- 2970 - Go display the value in register A.
- 2980 - Load register A with a - character.
- 2990 - Go display the character in register A.
- 3000 - Go display a space.
- 3010 - Get the second memory pointer from the stack and put it in register pair HL.
- 3020 - Decrement the second memory pointer in register pair HL.
- 3030 - Go display the second memory pointer in register pair HL.
- 3040 - Load register A with the value at the location of the memory pointer in register pair HL.
- 3050 - Go display the value in register A and a carriage return.
- 3060 - Go check to see if this is the last location to be checked.
- 3070 - Loop till all of the locations have been checked.
- 3080 - Go check the input values and return with the length in register pair BC.
- 3090 - Go load register pair HL with the first starting address and register pair DE with the second starting address.
- 3100 - Save the length in register pair BC on the stack.
- 3110 - Load register B with the value at the location of the first memory pointer in register pair HL.
- 3120 - Exchange the memory pointer in register pair HL with the second memory pointer in register pair DE.
- 3130 - Load register A with the value at the location of the second memory pointer in register pair HL.
- 3140 - Save the value in register B at the location of the second memory pointer in register pair HL.
- 3150 - Exchange the second memory pointer in register pair HL with the first memory pointer in register pair DE.
- 3160 - Save the value in register A at the location of the first

- memory pointer in register pair HL.
- 3170 - Get the length from the stack and put it in register pair BC.
 - 3180 - Go bump the memory pointers in register pair HL and register pair DE and check to see if all locations have been exchanged.
 - 3190 - Loop till all of the locations have been exchanged.
 - 3200 - Go check the input values and return with the length in register pair HL.
 - 3210 - Save the length in register pair HL on the stack.
 - 3220 - Get the length from the stack and put it in register pair BC.
 - 3230 - Return.
 - 3240 - Go check the input values and return with the length in register pair HL.
 - 3250 - Jump.
 - 3260 - Go display the value in register A.
 - 3270 - Go display a carriage return.
 - 3280 - Load register pair HL with the first value that was input.
 - 3290 - Load register pair DE with the third value that was input.
 - 3300 - Return.
 - 3310 - Decrement the value in register pair HL.
 - 3320 - Go display the value in register pair HL.
 - 3330 - Load register A with the value at the location of the memory pointer in register pair HL.
 - 3340 - Go display the value in register A.
 - 3350 - Bump the memory pointer in register pair HL.
 - 3360 - Return.
 - 3370 - Bump the value in register pair HL.
 - 3380 - Go check to see if a key was pressed.
 - 3390 - Jump.
 - 3400 - Bump the value in register pair DE.
 - 3410 - Bump the value in register pair HL.
 - 3420 - Decrement the value in register pair BC.
 - 3430 - Load register A with the value in register B.
 - 3440 - Combine the value in register C with the value in register A.
 - 3450 - Return if register BC doesn't equal zero.
 - 3460 - Link with the next part.
 - 3470 - End of the program.

Listing 10-4

4585	00100 N1	EQU	4585H
4587	00110 N2	EQU	4587H

4589		00120	N3	EQU	4589H
430F		00130	HEX	EQU	430FH
458D		00140	FL2	EQU	458DH
4347		00150	DISP	EQU	4347H
4383		00160	GO	EQU	4383H
4387		00170	EDIT	EQU	4387H
43B2		00180	ZERO	EQU	43B2H
43C4		00190	INP	EQU	43C4H
43D3		00200	OUP	EQU	43D3H
43DF		00210	MATH	EQU	43DFH
44E4		00220	BRK	EQU	44E4H
48A7		00230	EXCH	EQU	48A7H
4872		00240	VERF	EQU	4872H
483D		00250	TEST	EQU	483DH
4813		00260	SUM	EQU	4813H
4808		00270	MOVE	EQU	4808H
47EA		00280	HUNT	EQU	47EAH
47AB		00290	FIND	EQU	47ABH
46F0		00300	PUNCH	EQU	46F0H
462F		00310	READ	EQU	462FH
4783		00320	ASC	EQU	4783H
48BA		00330	CH8	EQU	48BAH
48CB		00340	CH13	EQU	48CBH
44A9		00350	LO	EQU	44A9H
46CA		00360	DIS2	EQU	46CAH
4497		00370	DISW	EQU	4497H
4480		00380	CR	EQU	4480H
48E9		00390		ORG	48E9H
48E9	310043	00400	L1	LD	SP, 4300H
48EC	210000	00410		LD	HL, 0
48EF	228545	00420		LD	(N1), HL
48F2	228745	00430		LD	(N2), HL
48F5	228945	00440		LD	(N3), HL
48F8	AF	00450		XOR	A
48F9	329C40	00460		LD	(409CH), A
48FC	3E2A	00470		LD	A, '*'
48FE	CD2A03	00480		CALL	32AH
4901	CD6103	00490		CALL	361H
4904	38E3	00500		JR	C, L1
4906	D7	00510		RST	16
4907	F5	00520		PUSH	AF
4908	D7	00530		RST	16
4909	2B	00540		DEC	HL
490A	CD0F43	00550		CALL	HEX
490D	ED53B545	00560		LD	(N1), DE
4911	CD0F43	00570		CALL	HEX
4914	ED53B745	00580		LD	(N2), DE
4918	CD0F43	00590		CALL	HEX
491B	ED53B945	00600		LD	(N3), DE
491F	222F4A	00610		LD	(N5), HL
4922	F1	00620		POP	AF
4923	216D4A	00630		LD	HL, TABLE
4926	0617	00640		LD	B, 23
4928	4E	00650	L2	LD	C, (HL)
4929	B9	00660		CP	C
492A	2006	00670		JR	NZ, L3
492C	23	00680		INC	HL
492D	5E	00690		LD	E, (HL)
492E	23	00700		INC	HL
492F	56	00710		LD	D, (HL)
4930	EB	00720		EX	DE, HL
4931	E9	00730		JP	(HL)
4932	23	00740	L3	INC	HL
4933	23	00750		INC	HL
4934	23	00760		INC	HL
4935	10F1	00770		DJNZ	L2
4937	18B0	00780		JR	L1
4939	3E01	00790	PRINT	LD	A, 1

493B	32BD45	00800		LD	(FL2), A
493E	18A9	00810		JR	L1
4940	AF	00820	CRT	XOR	A
4941	32BD45	00830		LD	(FL2), A
4944	18A3	00840	EXIT	JR	L1
4946	CD2537	00850	ERR2	CALL	3725H
4949	CD2A30	00860	ERROR	CALL	302AH
494C	18F6	00870		JR	EXIT
494E	2A2F4A	00880	SAVE	LD	HL, (N5)
4951	CD0F43	00890		CALL	HEX
4954	7B	00900		LD	A, E
4955	F5	00910		PUSH	AF
4956	CD1B4A	00920		CALL	ESF
4959	F1	00930		POP	AF
495A	CD254A	00940		CALL	FILEN
495D	F5	00950		PUSH	AF
495E	213F4A	00960		LD	HL, SA2
4961	CD752B	00970		CALL	2B75H
4964	CDBA4B	00980		CALL	CHB
4967	F1	00990		POP	AF
4968	CDCB4B	01000		CALL	CH13
496B	CD0C30	01010		CALL	300CH
496E	20D9	01020	SAV1	JR	NZ, ERROR
4970	21494A	01030		LD	HL, SA3
4973	CD752B	01040		CALL	2B75H
4976	18CC	01050		JR	EXIT
4978	CD1B4A	01060	NEW	CALL	ESF
497B	3A8545	01070		LD	A, (N1)
497E	CD254A	01080		CALL	FILEN
4981	F5	01090		PUSH	AF
4982	214F4A	01100		LD	HL, SA4
4985	CD752B	01110		CALL	2B75H
4988	F1	01120		POP	AF
4989	67	01130		LD	H, A
498A	CD5F32	01140		CALL	325FH
498D	F5	01150		PUSH	AF
498E	E6B7	01160		AND	0B7H
4990	20B7	01170		JR	NZ, ERROR
4992	CDAF0F	01180		CALL	0FAFH
4995	21594A	01190		LD	HL, SA5
4998	CD752B	01200		CALL	2B75H
499B	F1	01210		POP	AF
499C	18D0	01220		JR	SAV1
499E	CD1B4A	01230	LOAD	CALL	ESF
49A1	3A8545	01240		LD	A, (N1)
49A4	CD254A	01250		CALL	FILEN
49A7	F5	01260		PUSH	AF
49A8	21624A	01270		LD	HL, SA6
49AB	CD752B	01280		CALL	2B75H
49AE	F1	01290		POP	AF
49AF	67	01300		LD	H, A
49B0	2EFF	01310		LD	L, OFFH
49B2	B7	01320		OR	A
49B3	2001	01330		JR	NZ, L02
49B5	6F	01340		LD	L, A
49B6	CD3437	01350	L02	CALL	3734H
49B9	CD4936	01360	L03	CALL	3649H
49BC	C24649	01370	ERR3	JP	NZ, ERR2
49BF	7A	01380		LD	A, D
49C0	B7	01390		OR	A
49C1	2BF6	01400		JR	Z, L03
49C3	FAB949	01410		JP	M, L03
49C6	94	01420		SUB	H
49C7	A5	01430		AND	L
49CB	20EF	01440		JR	NZ, L03
49CA	CD0B37	01450		CALL	370BH
49CD	20ED	01460		JR	NZ, ERR3

49CF 62	01470	LD	H,D
49D0 E5	01480	PUSH	HL
49D1 DDE1	01490	POP	IX
49D3 228545	01500	LD	(N1),HL
49D6 CD0B37	01510	CALL	370BH
49D9 20E1	01520	JR	NZ,ERR3
49DB 62	01530	LD	H,D
49DC E5	01540	PUSH	HL
49DD FDE1	01550	POP	IX
49DF 228945	01560	LD	(N3),HL
49E2 CD0B37	01570	CALL	370BH
49E5 20D5	01580	JR	NZ,ERR3
49E7 62	01590	LD	H,D
49E8 E5	01600	PUSH	HL
49E9 D1	01610	POP	DE
49EA 228745	01620	LD	(N2),HL
49ED CDA536	01630	CALL	36A5H
49F0 20CA	01640	JR	NZ,ERR3
49F2 CD2537	01650	CALL	3725H
49F5 21494A	01660	LD	HL,SA3
49F8 CD752B	01670	CALL	2B75H
49FB CDA944	01680	CALL	LO
49FE 1B	01690	DEC	DE
49FF 19	01700	ADD	HL,DE
4A00 22B745	01710	LD	(N2),HL
4A03 2A8545	01720	LD	HL,(N1)
4A06 CDCA46	01730	CALL	DIS2
4A09 2A8745	01740	LD	HL,(N2)
4A0C CDCA46	01750	CALL	DIS2
4A0F 2A8945	01760	LD	HL,(N3)
4A12 CD9744	01770	CALL	DISW
4A15 CD8044	01780	CALL	CR
4A18 C34449	01790	JP	EXIT
4A1B 216C4A	01800 ESF	LD	HL,DRIVE
4A1E 36F0	01810	LD	(HL),OF0H
4A20 2B	01820	DEC	HL
4A21 22B140	01830	LD	(40B1H),HL
4A24 C9	01840	RET	
4A25 B7	01850 FILEN	OR	A
4A26 CA4449	01860	JP	Z,EXIT
4A29 FE64	01870	CP	100
4A2B D24449	01880	JP	NC,EXIT
4A2E C9	01890	RET	
4A2F 0000	01900 N5	DEFW	0
4A31 46	01910 SA1	DEFW	'FILE NUMBER: '
4A32 49			
4A33 4C			
4A34 45			
4A35 20			
4A36 4E			
4A37 55			
4A38 4D			
4A39 42			
4A3A 45			
4A3B 52			
4A3C 3A			
4A3D 20			
4A3E 00	01920	NOP	
4A3F 57	01930 SA2	DEFM	'WRITING..'
4A40 52			
4A41 49			
4A42 54			
4A43 49			
4A44 4E			
4A45 47			
4A46 2E			
4A47 2E			

4A48	00	01940	NOP	
4A49	44	01950 SA3	DEFM	' DONE '
4A4A	4F			
4A4B	4E			
4A4C	45			
4A4D	0D	01960	DEFB	13
4A4E	00	01970	NOP	
4A4F	45	01980 SA4	DEFM	' ERASING.. '
4A50	52			
4A51	41			
4A52	53			
4A53	49			
4A54	4E			
4A55	47			
4A56	2E			
4A57	2E			
4A58	00	01990	NOP	
4A59	20	02000 SA5	DEFM	' BYTES.. '
4A5A	42			
4A5B	59			
4A5C	54			
4A5D	45			
4A5E	53			
4A5F	2E			
4A60	2E			
4A61	00	02010	NOP	
4A62	52	02020 SA6	DEFM	' READING.. '
4A63	45			
4A64	41			
4A65	44			
4A66	49			
4A67	4E			
4A68	47			
4A69	2E			
4A6A	2E			
4A6B	00	02030	NOP	
4A6C	00	02040 DRIVE	NOP	
4A6D	44	02050 TABLE	DEFB	' D '
4A6E	4743	02060	DEFW	DISP
4A70	47	02070	DEFB	' G '
4A71	8343	02080	DEFW	GO
4A73	45	02090	DEFB	' E '
4A74	8743	02100	DEFW	EDIT
4A76	5A	02110	DEFB	' Z '
4A77	B243	02120	DEFW	ZERO
4A79	49	02130	DEFB	' I '
4A7A	C443	02140	DEFW	INP
4A7C	4F	02150	DEFB	' O '
4A7D	D343	02160	DEFW	OUP
4A7F	42	02170	DEFB	' B '
4A80	DF43	02180	DEFW	MATH
4A82	40	02190	DEFB	' @ '
4A83	E444	02200	DEFW	BRK
4A85	52	02210	DEFB	' R '
4A86	2F46	02220	DEFW	READ
4A88	50	02230	DEFB	' P '
4A89	F046	02240	DEFW	PUNCH
4A8B	41	02250	DEFB	' A '
4A8C	8347	02260	DEFW	ASC
4A8E	46	02270	DEFB	' F '
4A8F	AB47	02280	DEFW	FIND
4A91	48	02290	DEFB	' H '
4A92	EA47	02300	DEFW	HUNT
4A94	4D	02310	DEFB	' M '
4A95	0848	02320	DEFW	MOVE
4A97	51	02330	DEFB	' Q '
4A98	1348	02340	DEFW	SUM

4A9A	56	02350	DEFB	'V'
4A9B	724B	02360	DEFW	VERF
4A9D	5B	02370	DEFB	'X'
4A9E	A74B	02380	DEFW	EXCH
4AA0	54	02390	DEFB	'T'
4AA1	3D4B	02400	DEFW	TEST
4AA3	4C	02410	DEFB	'L'
4AA4	3949	02420	DEFW	PRINT
4AA6	43	02430	DEFB	'C'
4AA7	4049	02440	DEFW	CRT
4AA9	21	02450	DEFB	'I'
4AAA	7849	02460	DEFW	NEW
4AAC	22	02470	DEFB	'"
4AAD	4E49	02480	DEFW	SAVE
4AAF	23	02490	DEFB	'#'
4AB0	9E49	02500	DEFW	LOAD
4300		02510	END	4300H
00000 TOTAL ERRORS				

SA1	4A31
DRIVE	4A6C
ERR3	49BC
LO3	49B9
LO2	49B6
SA6	4A62
LOAD	499E
SA5	4A59
SA4	4A4F
NEW	497B
SA3	4A49
SAV1	496E
SA2	4A3F
FILEN	4A25
ESF	4A1B
SAVE	494E
ERROR	4949
ERR2	4946
EXIT	4944
CRT	4940
PRINT	4939
L3	4932
L2	492B
TABLE	4A6D
N5	4A2F
L1	48E9
CR	44B0
DISW	4497
DIS2	46CA
LO	44A9
CH13	48CB
CH8	48BA
ASC	47B3
READ	462F
PUNCH	46F0
FIND	47AB
HUNT	47EA
MOVE	4808
SUM	4813
TEST	483D
VERF	4872
EXCH	48A7
BRK	44E4
MATH	43DF
QUP	43D3
INP	43C4
ZERO	43B2
EDIT	43B7

GO	4383
DISP	4347
FL2	458D
HEX	430F
N3	4589
N2	4587
N1	4585

Listing 10-4 Comments

100 - Value from previous part.
 110 - Value from previous part.
 120 - Value from previous part.
 130 - Value from previous part.
 140 - Value from previous part.
 150 - Value from previous part.
 160 - Value from previous part.
 170 - Value from previous part.
 180 - Value from previous part.
 190 - Value from previous part.
 200 - Value from previous part.
 210 - Value from previous part.
 220 - Value from previous part.
 230 - Value from previous part.
 240 - Value from previous part.
 250 - Value from previous part.
 260 - Value from previous part.
 270 - Value from previous part.
 280 - Value from previous part.
 290 - Value from previous part.
 300 - Value from previous part.
 310 - Value from previous part.
 320 - Value from previous part.
 330 - Value from previous part.
 340 - Value from previous part.
 350 - Value from previous part.
 360 - Value from previous part.
 370 - Value from previous part.
 380 - Value from previous part.
 390 - Set the starting address to the end of the last part.
 400 - Set the stack pointer.
 410 - Load register pair HL with zero.
 420 - Save the value in register pair HL as the first value input.
 430 - Save the value in register pair HL as the second value input.
 440 - Save the value in register pair HL as the third value input.
 450 - Zero register A.

- 460 - Set the current output device to the video display.
- 470 - Load register A with a * character.
- 480 - Go display the character in register A.
- 490 - Go get the input from the keyboard.
- 500 - Jump if the BREAK key was pressed.
- 510 - Bump the input buffer pointer in register pair HL till it points to the first character.
- 520 - Save the character at the location of the input buffer pointer in register A on the stack.
- 530 - Bump the input buffer pointer in register pair HL till it points to the next character.
- 540 - Decrement the input buffer pointer in register pair HL.
- 550 - Go evaluate the first input value.
- 560 - Save the value in register pair DE as the first value input.
- 570 - Go evaluate the second input value.
- 580 - Save the value in register pair DE as the second value input.
- 590 - Go evaluate the third value input.
- 600 - Save the value in register pair DE as the third value input.
- 610 - Save the input buffer pointer in register pair HL.
- 620 - Get the command from the stack and put it in register A.
- 630 - Load register pair HL with the starting address of the command jump table.
- 640 - Load register B with the number of commands in the jump table.
- 650 - Load register C with the character at the location of the command jump table pointer in register pair HL.
- 660 - Check to see if the command in register C matches the command in register A.
- 670 - Jump if the command in register C doesn't match the command in register A.
- 680 - Bump the command jump table pointer in register pair HL.
- 690 - Load register E with the LSB of the command's jump address.
- 700 - Bump the command jump table pointer in register pair HL.
- 710 - Load register D with the MSB of the command's jump address.
- 720 - Load register pair HL with the jump address in register pair DE.
- 730 - Jump to the command's jump address in register pair HL.
- 740 - Bump the command jump table pointer in register pair HL.
- 750 - Bump the command jump table pointer in register pair HL.
- 760 - Bump the command jump table pointer in register pair HL.

- 770 - Loop if all of the commands in the jump table haven't been checked.
- 780 - Jump if the command input isn't a legal command.
- 790 - Load register A with the printer device type code.
- 800 - Save the printer device type code in register A.
- 810 - Jump.
- 820 - Load register A with the video device type code.
- 830 - Save the video device type code in register A.
- 840 - Jump.
- 850 - Go turn off the stringy floppy.
- 860 - Go display the stringy floppy error message, if any.
- 870 - Jump.
- 880 - Load register pair HL with the input buffer pointer.
- 890 - Go evaluate the fourth value input.
- 900 - Load register A with the file number in register E.
- 910 - Save the file number in register A on the stack.
- 920 - Set the current stringy floppy drive number to drive 0.
- 930 - Get the file number from the stack and put it in register A.
- 940 - Go check to see if this is a legitimate file number in register A.
- 950 - Save the file number in register A on the stack.
- 960 - Load register pair HL with the starting address of the message to be displayed.
- 970 - Go display the message.
- 980 - Go figure the length of the program to be saved and return with it in register pair BC.
- 990 - Get the file number from the stack and put it in register A.
- 1000 - Go get the starting address for the program in register pair HL and the execution address for the program in register pair DE.
- 1010 - Go save the program.
- 1020 - Jump if a stringy floppy error occurred.
- 1030 - Load register pair HL with the starting address for the message to be displayed.
- 1040 - Go display the message.
- 1050 - Jump.
- 1060 - Go set the current stringy floppy drive number to drive 0.
- 1070 - Load register A with the file number for the start of the wafer certification.
- 1080 - Go check to see if the file number in register A is a legitimate file number.
- 1090 - Save the file number in register A on the stack.

- 1100 - Load register pair HL with the starting address of the message to be displayed.
- 1110 - Go display the message.
- 1120 - Get the file number from the stack and put it in register A.
- 1130 - Load register H with the file number in register A.
- 1140 - Go certify the wafer.
- 1150 - Save the flags on the stack.
- 1160 - Check to see if an error occurred.
- 1170 - Jump if there was an error.
- 1180 - Go display the number of bytes certified.
- 1190 - Load register pair HL with the starting address for the message to be displayed.
- 1200 - Go display the message.
- 1210 - Get the flags from the stack.
- 1220 - Jump.
- 1230 - Go set the current stringy floppy drive number to drive 0.
- 1240 - Load register A with the file number to be loaded.
- 1250 - Go check to see if the file number in register A is a legitimate file number.
- 1260 - Save the file number in register A on the stack.
- 1270 - Load register pair HL with the starting address of the message to be displayed.
- 1280 - Go display the message.
- 1290 - Get the file number from the stack and put it in register A.
- 1300 - Load register H with the file number in register A.
- 1310 - Load register L with a -1.
- 1320 - Check to see if the file number in register A is equal to zero.
- 1330 - Jump if the file number in register A isn't equal to zero.
- 1340 - Zero register L.
- 1350 - Go turn on the stringy floppy.
- 1360 - Go position the wafer to the next file.
- 1370 - Jump if an error occurred.
- 1380 - Load register A with the value in register D.
- 1390 - Set the flags.
- 1400 - Jump if this isn't the start of a file.
- 1410 - Jump if this isn't the start of a file.
- 1420 - Subtract the file number in register H from the file number read from the stringy floppy in register A.
- 1430 - Mask the adjusted file number in register A with the value in register L.
- 1440 - If this isn't the correct file number then jump.
- 1450 - Go read the starting address from the stringy floppy and

- return with the LSB of the starting address in register L and the MSB of the starting address in register D.
- 1460 - Jump if a stringy floppy error occurred.
 - 1470 - Load register H with the MSB of the starting address in register D.
 - 1480 - Save the starting address in register pair HL on the stack.
 - 1490 - Get the starting address from the stack and put it in register pair IX.
 - 1500 - Save the starting address in register pair HL.
 - 1510 - Go read the execution address from the stringy floppy and return with the LSB of the execution address in register L and the MSB of the execution address in register D.
 - 1520 - Jump if a stringy floppy error occurred.
 - 1530 - Load register H with the MSB of the execution address in register D.
 - 1540 - Save the execution address in register pair HL on the stack.
 - 1550 - Get the execution address from the stack and put it in register pair IY.
 - 1560 - Save the execution address in register pair HL.
 - 1570 - Go read the length of the program from the stringy floppy and return with the LSB of the program's length in register L and the MSB of the program's length in register D.
 - 1580 - Jump if a stringy floppy error occurred.
 - 1590 - Load register H with the MSB of the program's length in register D.
 - 1600 - Get the program's length from the stack and put it in register pair DE.
 - 1620 - Save the program's length in register pair HL.
 - 1630 - Go read the program from the stringy floppy.
 - 1640 - Jump if a stringy floppy error occurred.
 - 1650 - Go turn off the stringy floppy.
 - 1660 - Load register pair HL with the starting address of the message to be displayed.
 - 1670 - Go display the message.
 - 1680 - Go load register pair HL with the starting address and register pair DE with the program's length.
 - 1690 - Decrement the program's length in register pair DE.
 - 1700 - Add the program's length in register pair DE to the program's starting address in register pair HL.
 - 1710 - Save the program's ending address in register pair HL.
 - 1720 - Load register pair HL with the program's starting address.

- 1730 - Go display the program's starting address in register pair HL.
- 1740 - Load register pair HL with the program's ending address.
- 1750 - Go display the program's ending address in register pair HL.
- 1760 - Load register pair HL with the program's execution address.
- 1770 - Go display the program's execution address in register pair HL.
- 1780 - Go display a carriage return.
- 1790 - Jump.
- 1800 - Load register pair HL with the current stringy floppy drive number storage location.
- 1810 - Set the current stringy floppy drive number to drive 0.
- 1820 - Decrement the memory pointer in register pair HL.
- 1830 - Save the memory pointer in register pair HL as the current BASIC memory size pointer.
- 1840 - Return.
- 1850 - Check to see if the file number in register A is equal to zero.
- 1860 - Jump if the file number in register A is equal to zero.
- 1870 - Check to see if the file number in register A is greater than 99.
- 1880 - Jump if the file number in register A is greater than 99.
- 1890 - Return.
- 1900 - The current input buffer pointer is stored here.
- 1910 - Message storage location.
- 1920 - Message terminator.
- 1930 - The WRITING message is stored here.
- 1940 - The WRITING message terminator is stored here.
- 1950 - The DONE message is stored here.
- 1960 - This will display a carriage return as part of the DONE message.
- 1970 - The DONE message terminator.
- 1980 - The ERASING message is stored here.
- 1990 - The ERASING message terminator is stored here.
- 2000 - The BYTES message is stored here.
- 2010 - The BYTES message terminator is stored here.
- 2020 - The READING message is stored here.
- 2030 - The READING message terminator is stored here.
- 2040 - The current stringy floppy drive number is stored here.
- 2050 - The D command character is stored here.

2060 - The D command jump address is stored here.
2070 - The G command character is stored here.
2080 - The G command jump address is stored here.
2090 - The E command character is stored here.
2100 - The E command jump address is stored here.
2110 - The Z command character is stored here.
2120 - The Z command jump address is stored here.
2130 - The I command character is stored here.
2140 - The I command jump address is stored here.
2150 - The O command character is stored here.
2160 - The O command jump address is stored here.
2170 - The B command character is stored here.
2180 - The B command jump address is stored here.
2190 - The @ command character is stored here.
2200 - The @ command jump address is stored here.
2210 - The R command character is stored here.
2220 - The R command jump address is stored here.
2230 - The P command character is stored here.
2240 - The P command jump address is stored here.
2250 - The A command character is stored here.
2260 - The A command jump address is stored here.
2270 - The F command character is stored here.
2280 - The F command jump address is stored here.
2290 - The H command character is stored here.
2300 - The H command jump address is stored here.
2310 - The M command character is stored here.
2320 - The M command jump address is stored here.
2330 - The Q command character is stored here.
2340 - The Q command jump address is stored here.
2350 - The V command character is stored here.
2360 - The V command jump address is stored here.
2370 - The X command character is stored here.
2380 - The X command jump address is stored here.
2390 - The T command character is stored here.
2400 - The T command jump address is stored here.
2410 - The L command character is stored here.
2420 - The L command jump address is stored here.
2430 - The C command character is stored here.
2440 - The C command jump address is stored here.
2450 - The ! command character is stored here.
2460 - The ! command jump address is stored here.
2470 - The " command character is stored here.

2480 - The " command jump address is stored here.
 2490 - The # command character is stored here.
 2500 - The # command jump address is stored here.
 2510 - End of the program.

Listing 10-5

4AB2		00100	ORG	4AB2H
4AB2 0000		00110 MEM	DEFW	0
4AB4 21444C		00120 ST	LD	HL, MS1
4AB7 CD752B		00130	CALL	2B75H
4ABA CD4900		00140 L1	CALL	49H
4ABD FE4E		00150	CP	'N'
4ABF CA0043		00160	JP	Z, 4300H
4AC2 FE59		00170	CP	'Y'
4AC4 20F4		00180	JR	NZ, L1
4AC6 21BC4C		00190 L2	LD	HL, MS2
4AC9 CD752B		00200	CALL	2B75H
4ACC CD6103		00210	CALL	361H
4ACF 3BF5		00220	JR	C, L2
4AD1 D7		00230	RST	16
4AD2 2BF2		00240	JR	Z, L2
4AD4 2B		00250	DEC	HL
4AD5 CD0F43		00260	CALL	430FH
4AD8 21B107		00270	LD	HL, 1969
4ADB 19		00280	ADD	HL, DE
4ADC 22B24A		00290	LD	(MEM), HL
4ADF 11B14A		00300	LD	DE, 4AB1H
4AE2 AF		00310	XOR	A
4AE3 ED52		00320	SBC	HL, DE
4AE5 223E4D		00330	LD	(M1), HL
4AEB 210043		00340	LD	HL, 4300H
4AEB 7E		00350 R1	LD	A, (HL)
4AEC FE3F		00360	CP	3FH
4AEE 3B32		00370	JR	C, R2
4AF0 FEC2		00380	CP	0C2H
4AF2 D2774B		00390	JP	NC, R3
4AF5 23		00400 R4	INC	HL
4AF6 11B545		00410	LD	DE, 45B5H
4AF9 DF		00420	RST	18H
4AFA CC174C		00430	CALL	Z, IN1
4AFD 11D246		00440	LD	DE, 46D2H
4B00 DF		00450	RST	18H
4B01 CC1D4C		00460	CALL	Z, IN2
4B04 117D47		00470	LD	DE, 477DH
4B07 DF		00480	RST	18H
4B08 CC214C		00490	CALL	Z, IN3
4B0B 11324B		00500	LD	DE, 4B32H
4B0E DF		00510	RST	18H
4B0F CC254C		00520	CALL	Z, IN4
4B12 112F4A		00530	LD	DE, 4A2FH
4B15 DF		00540	RST	18H
4B16 CC294C		00550	CALL	Z, IN5
4B19 116D4A		00560	LD	DE, 4A6DH
4B1C DF		00570	RST	18H
4B1D CA2D4C		00580	JP	Z, REND
4B20 18C9		00590	JR	R1
4B22 F5		00600 R2	PUSH	AF
4B23 E630		00610	AND	30H
4B25 B7		00620	OR	A
4B26 2B24		00630	JR	Z, ZERO
4B28 FE10		00640	CP	10H
4B2A 2B23		00650	JR	Z, TEN
4B2C F1		00660	POP	AF

4B2D	E60F	00670		AND	OFH
4B2F	FE02	00680		CP	Z
4B31	2824	00690		JR	Z, TR
4B33	FE0A	00700		CP	0AH
4B35	2820	00710		JR	Z, TR
4B37	B7	00720	TEN1	OR	A
4B38	281A	00730		JR	Z, TW
4B3A	FE08	00740		CP	B
4B3C	2816	00750		JR	Z, TW
4B3E	FE01	00760	ZERO1	CP	1
4B40	2815	00770		JR	Z, TR
4B42	FE06	00780		CP	6
4B44	280E	00790		JR	Z, TW
4B46	FE0E	00800		CP	0EH
4B48	280A	00810		JR	Z, TW
4B4A	18A9	00820		JR	R4
4B4C	F1	00830	ZERO	POP	AF
4B4D	18EF	00840		JR	ZERO1
4B4F	F1	00850	TEN	POP	AF
4B50	E60F	00860		AND	OFH
4B52	18E3	00870		JR	TEN1
4B54	23	00880	TW	INC	HL
4B55	189E	00890	TW1	JR	R4
4B57	23	00900	TR	INC	HL
4B58	E5	00910		PUSH	HL
4B59	5E	00920		LD	E, (HL)
4B5A	23	00930		INC	HL
4B5B	56	00940		LD	D, (HL)
4B5C	EB	00950		EX	DE, HL
4B5D	110043	00960		LD	DE, 4300H
4B60	DF	00970		RST	18H
4B61	EB	00980		EX	DE, HL
4B62	380D	00990		JR	C, TRR
4B64	EB	01000		EX	DE, HL
4B65	11B24A	01010		LD	DE, 4AB2H
4B68	DF	01020		RST	18H
4B69	EB	01030		EX	DE, HL
4B6A	3005	01040		JR	NC, TRR
4B6C	2A3E4D	01050		LD	HL, (M1)
4B6F	19	01060		ADD	HL, DE
4B70	EB	01070		EX	DE, HL
4B71	E1	01080	TRR	POP	HL
4B72	73	01090		LD	(HL), E
4B73	23	01100		INC	HL
4B74	72	01110		LD	(HL), D
4B75	18DE	01120		JR	TW1
4B77	D6C0	01130	R3	SUB	0C0H
4B79	F5	01140		PUSH	AF
4B7A	E630	01150		AND	30H
4B7C	B7	01160		OR	A
4B7D	2827	01170		JR	Z, ZER3
4B7F	FE10	01180		CP	10H
4B81	2816	01190		JR	Z, ONE
4B83	FE20	01200		CP	20H
4B85	2809	01210		JR	Z, TWO
4B87	F1	01220		POP	AF
4B88	E60F	01230		AND	OFH
4B8A	FE0D	01240		CP	0DH
4B8C	283F	01250		JR	Z, DD
4B8E	1823	01260		JR	TRE
4B90	F1	01270	TWO	POP	AF
4B91	E60F	01280		AND	OFH
4B93	FE0D	01290		CP	0DH
4B95	2864	01300		JR	Z, ED
4B97	181A	01310		JR	TRE
4B99	F1	01320	ONE	POP	AF
4B9A	E60F	01330		AND	OFH
4B9C	FE0D	01340		CP	0DH

4B9E 282D	01350	JR	Z, DD
4BA0 FE03	01360	CP	3
4BA2 28B0	01370	JR	Z, TW
4BA4 1809	01380	JR	ONE1
4BA6 F1	01390	ZER3 POF	AF
4BA7 FE0D	01400	CP	ODH
4BA9 28AC	01410	JR	Z, TR
4BAB FE03	01420	CP	3
4BAD 28AB	01430	JR	Z, TR
4BAF FE0B	01440	ONE1 CP	OBH
4BB1 28A1	01450	JR	Z, TW
4BB3 FE02	01460	TRE CP	2
4BB5 28A0	01470	JR	Z, TR
4BB7 FE04	01480	CP	4
4BB9 289C	01490	JR	Z, TR
4BBB FE06	01500	CP	6
4BBD 2895	01510	JR	Z, TW
4BBF FE0A	01520	CP	0AH
4BC1 2894	01530	JR	Z, TR
4BC3 FE0C	01540	CP	0CH
4BC5 2890	01550	JR	Z, TR
4BC7 FE0E	01560	CP	0EH
4BC9 2889	01570	JR	Z, TW
4BCB 1888	01580	TW2 JR	TW1
4BCD 23	01590	DD INC	HL
4BCE 7E	01600	LD	A, (HL)
4BCF FE21	01610	CP	21H
4BD1 3882	01620	JR	C, TW1
4BD3 2882	01630	TR2 JR	Z, TR
4BD5 FE22	01640	CP	22H
4BD7 28FA	01650	JR	Z, TR2
4BD9 FE2A	01660	CP	2AH
4BDB 28F6	01670	JR	Z, TR2
4BDD FE34	01680	CP	34H
4BDF 2814	01690	JR	Z, DD1
4BE1 FE35	01700	CP	35H
4BE3 2810	01710	JR	Z, DD1
4BE5 FE36	01720	CP	36H
4BE7 280F	01730	JR	Z, DD2
4BE9 FE46	01740	CP	46H
4BEB 38DE	01750	JR	C, TW2
4BED FECB	01760	CP	OCBH
4BEF 3804	01770	JR	C, DD1
4BF1 2805	01780	JR	Z, DD2
4BF3 18D6	01790	JR	TW2
4BF5 23	01800	DD1 INC	HL
4BF6 18D3	01810	JR	TW2
4BF8 23	01820	DD2 INC	HL
4BF9 18FA	01830	JR	DD1
4BFB 23	01840	ED INC	HL
4BFC 7E	01850	LD	A, (HL)
4BFD FE43	01860	CP	43H
4BFF 28D2	01870	JR	Z, TR2
4C01 FE4B	01880	CP	4BH
4C03 28CE	01890	JR	Z, TR2
4C05 FE53	01900	CP	53H
4C07 28CA	01910	JR	Z, TR2
4C09 FE5B	01920	CP	5BH
4C0B 28C6	01930	JR	Z, TR2
4C0D FE73	01940	CP	73H
4C0F 28C2	01950	JR	Z, TR2
4C11 FE7B	01960	CP	7BH
4C13 28BE	01970	JR	Z, TR2
4C15 18B4	01980	JR	TW2
4C17 068C	01990	IN1 LD	B, 140
4C19 23	02000	I1 INC	HL
4C1A 10FD	02010	DJNZ	I1

4C1C	C9	02020	RET	
4C1D	061E	02030	LD	B, 30
4C1F	18FB	02040	JR	I1
4C21	0606	02050	IN3	LD
4C23	18F4	02060	JR	I1
4C25	060B	02070	IN4	LD
4C27	18F0	02080	JR	I1
4C29	063E	02090	IN5	LD
4C2B	18EC	02100	JR	I1
4C2D	2B	02110	REND	DEC
4C2E	0617	02120	LD	B, 23
4C30	23	02130	RE1	INC
4C31	23	02140	INC	HL
4C32	E5	02150	PUSH	HL
4C33	5E	02160	LD	E, (HL)
4C34	23	02170	INC	HL
4C35	56	02180	LD	D, (HL)
4C36	2A3E4D	02190	LD	HL, (M1)
4C39	19	02200	ADD	HL, DE
4C3A	EB	02210	EX	DE, HL
4C3B	E1	02220	POP	HL
4C3C	73	02230	LD	(HL), E
4C3D	23	02240	INC	HL
4C3E	72	02250	LD	(HL), D
4C3F	10EF	02260	DJNZ	RE1
4C41	C3F142	02270	JP	42F1H
4C44	1C	02280	MS1	DEFB
4C45	1F	02290	DEFB	1FH
4C46	53	02300	DEFM	'SWAT V2.0'
4C47	57			
4C48	41			
4C49	54			
4C4A	20			
4C4B	56			
4C4C	32			
4C4D	2E			
4C4E	30			
4C4F	0D	02310	DEFB	13
4C50	41	02320	DEFM	'A Z-80 SYSTEM MONITOR'
4C51	20			
4C52	5A			
4C53	2D			
4C54	38			
4C55	30			
4C56	20			
4C57	53			
4C58	59			
4C59	53			
4C5A	54			
4C5B	45			
4C5C	4D			
4C5D	20			
4C5E	4D			
4C5F	4F			
4C60	4E			
4C61	49			
4C62	54			
4C63	4F			
4C64	52			
4C65	0D	02330	DEFB	13
4C66	42	02340	DEFM	'BY MARK D. GOODWIN'
4C67	59			
4C68	20			
4C69	4D			
4C6A	41			
4C6B	52			
4C6C	4B			
4C6D	20			

4C6E 44
 4C6F 2E
 4C70 20
 4C71 4F
 4C72 4F
 4C73 4F
 4C74 44
 4C75 57
 4C76 49
 4C77 4E
 4C78 0D
 4C79 4D

02350 DEFB 13
 02360 DEFM 'MONITOR RESIDES AT:
 4300H TO 4AB1H'

4C7A 4F
 4C7B 4E
 4C7C 49
 4C7D 54
 4C7E 4F
 4C7F 52
 4C80 20
 4C81 52
 4C82 45
 4C83 53
 4C84 49
 4C85 44
 4C86 45
 4C87 53
 4C88 20
 4C89 41
 4C8A 54
 4C8B 3A
 4C8C 20
 4C8D 34
 4C8E 33
 4C8F 30
 4C90 30
 4C91 48
 4C92 20
 4C93 54
 4C94 4F
 4C95 20
 4C96 34
 4C97 41
 4C98 42
 4C99 31
 4C9A 48
 4C9B 0D
 4C9C 44
 4C9D 4F
 4C9E 20
 4C9F 59
 4CA0 4F
 4CA1 55
 4CA2 20
 4CA3 57
 4CA4 49
 4CA5 53
 4CA6 48
 4CA7 20
 4CA8 54
 4CA9 4F
 4CAA 20
 4CAB 52
 4CAC 45
 4CAD 4C
 4CAE 4F
 4CAF 43

02370 DEFB 13
 02380 DEFM 'DO YOU WISH TO RELOCATE (Y/N)?'

4CB0	41			
4CB1	54			
4CB2	45			
4CB3	20			
4CB4	28			
4CB5	59			
4CB6	2F			
4CB7	4E			
4CB8	29			
4CB9	3F			
4CBA	0D	02390	DEFB	13
4CBB	00	02400	NOP	
4CBC	0D	02410 MS2	DEFB	13
4CBD	53	02420	DEFM	'SUGGESTED RELOCATION POINTS:'
4CBE	55			
4CBF	47			
4CC0	47			
4CC1	45			
4CC2	53			
4CC3	54			
4CC4	45			
4CC5	44			
4CC6	20			
4CC7	52			
4CC8	45			
4CC9	4C			
4CCA	4F			
4CCB	43			
4CCC	41			
4CCD	54			
4CCE	49			
4CCF	4F			
4CD0	4E			
4CD1	20			
4CD2	50			
4CD3	4F			
4CD4	49			
4CD5	4E			
4CD6	54			
4CD7	53			
4CDB	3A			
4CD9	0D	02430	DEFB	13
4CDA	54	02440	DEFM	'TOP OF 16K MEMORY - 784EH'
4CDB	4F			
4CDC	50			
4CDD	20			
4CDE	4F			
4CDF	46			
4CE0	20			
4CE1	31			
4CE2	36			
4CE3	4B			
4CE4	20			
4CE5	4D			
4CE6	45			
4CE7	4D			
4CE8	4F			
4CE9	52			
4CEA	59			
4CEB	20			
4CEC	2D			
4CED	20			
4CEE	37			
4CEF	38			
4CF0	34			
4CF1	45			
4CF2	48			

4CF3 0D	02450	DEFB	13
4CF4 54	02460	DEFM	'TOP OF 32K MEMORY - B84EH'
4CF5 4F			
4CF6 50			
4CF7 20			
4CF8 4F			
4CF9 46			
4CFA 20			
4CFB 33			
4CFC 32			
4CFD 4B			
4CFE 20			
4CFF 4D			
4D00 45			
4D01 4D			
4D02 4F			
4D03 52			
4D04 59			
4D05 20			
4D06 2D			
4D07 20			
4D08 42			
4D09 38			
4D0A 34			
4D0B 45			
4D0C 48			
4D0D 0D	02470	DEFB	13
4D0E 54	02480	DEFM	'TOP OF 48K MEMORY - F84EH'
4D0F 4F			
4D10 50			
4D11 20			
4D12 4F			
4D13 46			
4D14 20			
4D15 34			
4D16 38			
4D17 4B			
4D18 20			
4D19 4D			
4D1A 45			
4D1B 4D			
4D1C 4F			
4D1D 52			
4D1E 59			
4D1F 20			
4D20 2D			
4D21 20			
4D22 46			
4D23 38			
4D24 34			
4D25 45			
4D26 48			
4D27 0D0D	02490	DEFW	00D0DH
4D29 52	02500	DEFM	'RELOCATION ADDRESS: '
4D2A 45			
4D2B 4C			
4D2C 4F			
4D2D 43			
4D2E 41			
4D2F 54			
4D30 49			
4D31 4F			
4D32 4E			
4D33 20			
4D34 41			
4D35 44			
4D36 44			

```

4D37 52
4D38 45
4D39 53
4D3A 53
4D3B 3A
4D3C 20
4D3D 00      02510      NOP
4D3E 0000      02520 M1      DEFW      0
4AB4      02530      END      ST
00000 TOTAL ERRORS

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```

RE1      4C30
I1       4C19
DD2      4BF8
DD1      4BF5
TR2      4BD3
TW2      4BCB
ONE1     4BAF
ED       4BF8
TRE      4BB3
DD       4BCD
TWO      4B90
ONE      4B99
ZER3     4BA6
TRR      4B71
TW1      4B55
ZERO1    4B3E
TW       4B54
TEN1     4B37
TR       4B57
TEN      4B4F
ZERO     4B4C
REND     4C2D
IN5      4C29
IN4      4C25
IN3      4C21
IN2      4C1D
IN1      4C17
R4       4AF5
R3       4B77
R2       4B22
R1       4AEB
M1       4D3E
MS2      4C8C
L2       4AC6
L1       4ABA
MS1      4C44
ST       4AB4
MEM      4AB2

```

Listing 10-5 Comments

- 100 - Set the starting address for this part to the end of the monitor program.
- 110 - The relocation address will be stored here.
- 120 - Load register pair HL with the starting address of the message to be displayed.
- 130 - Go display the message.
- 140 - Go wait till a key is pressed.
- 150 - Check to see if the key pressed was an N.
- 160 - Jump if the key pressed was an N.

- 170 - Check to see if the key pressed was a Y.
- 180 - Jump if the key pressed wasn't a Y.
- 190 - Load register pair HL with the starting address of the message to be displayed.
- 200 - Go display the message.
- 210 - Go get the keyboard input.
- 220 - Jump if the BREAK key was pressed.
- 230 - Bump the input buffer pointer in register pair HL till it points to the first character.
- 240 - Jump if there wasn't any keyboard input.
- 250 - Decrement the input buffer pointer in register pair HL.
- 260 - Go convert the hex input to binary and return with the 16-bit value in register pair DE.
- 270 - Load register pair HL with the length of the monitor program.
- 280 - Figure the relocation address by adding the value in register pair DE to the length of the monitor program in register pair HL.
- 290 - Save the relocation address in register pair HL.
- 300 - Load register pair DE with the ending address of the monitor program.
- 310 - Clear the Carry flag
- 320 - Subtract the ending address of the monitor program in register pair DE from the relocation address in register pair HL.
- 330 - Save the relocation offset in register pair HL.
- 340 - Load register pair HL with the starting address of the monitor program.
- 350 - Load register A with the value at the location of the memory pointer in register pair HL.
- 360 - Check to see if the value in register A is less than 3FH.
- 370 - Jump if the value in register A is less than 3FH.
- 380 - Check to see if the value in register A is greater than or equal to C2H.
- 390 - Jump if the value in register A is greater than or equal to C2H.
- 400 - Bump the memory pointer in register pair HL.
- 410 - Load register pair DE with the location of the first storage area in the monitor program.
- 420 - Go compare the memory pointer in register pair HL to the location of the first storage area in register pair DE.
- 430 - Go if the memory pointer in register pair HL matches the

- location of the first storage area in register pair DE.
- 440 - Load register pair DE with the location of the second storage area in the monitor program.
 - 450 - Go compare the memory pointer in register pair HL to the location of the second storage area in register pair DE.
 - 460 - Go if the memory pointer in register pair HL matches the location of the second storage area in register pair DE.
 - 470 - Load register pair DE with the location of the third storage area in the monitor program.
 - 480 - Go compare the memory pointer in register pair HL to the location of the third storage area in register pair DE.
 - 490 - Go if the memory pointer in register pair HL matches the location of the third storage area in register pair DE.
 - 500 - Load register pair DE with the location of the fourth storage area in the monitor program.
 - 510 - Go compare the memory pointer in register pair HL to the location of the fourth storage area in register pair DE.
 - 520 - Go if the memory pointer in register pair HL matches the location of the fourth storage area in register pair DE.
 - 530 - Load register pair DE with the location of the fifth storage area in the monitor program.
 - 540 - Go compare the memory pointer in register pair HL to the location of the fifth storage area in register pair DE.
 - 550 - Go if the memory pointer in register pair HL matches the location of the fifth storage area in register pair DE.
 - 560 - Load register pair DE with the location of the sixth storage area in the monitor program.
 - 570 - Go compare the memory pointer in register pair HL with the location of the sixth storage area in register pair DE.
 - 580 - Go if the memory pointer in register pair HL matches the location of the sixth storage area in register pair DE.
 - 590 - Loop till all of the memory locations have been updated.
 - 600 - Save the value in register A on the stack.
 - 610 - Mask the value in register A.
 - 620 - Check to see if the adjusted value in register A is equal to zero.
 - 630 - Jump if the adjusted value in register A is equal to zero.
 - 640 - Check to see if the adjusted value in register A is equal to 10H.
 - 650 - Jump if the adjusted value in register A is equal to 10H.
 - 660 - Get the value from the stack and put it in register A.

- 670 - Mask the value in register A.
- 680 - Check to see if the adjusted value in register A is equal to 02H.
- 690 - Jump if the adjusted value in register A is equal to 02H.
- 700 - Check to see if the adjusted value in register A is equal to 0AH.
- 710 - Jump if the adjusted value in register A is equal to 0AH.
- 720 - Check to see if the adjusted value in register A is equal to zero.
- 730 - Jump if the adjusted value in register A is equal to zero.
- 740 - Check to see if the adjusted value in register A is equal to 08H.
- 750 - Jump if the adjusted value in register A is equal to 08H.
- 760 - Check to see if the adjusted value in register A is equal to 01H.
- 770 - Jump if the adjusted value in register A is equal to 01H.
- 780 - Check to see if the adjusted value in register A is equal to 06H.
- 790 - Jump if the adjusted value in register A is equal to 06H.
- 800 - Check to see if the adjusted value in register A is equal to 0EH.
- 810 - Jump if the adjusted value in register A is equal to 0EH.
- 820 - Jump.
- 830 - Get the value from the stack and put it in register A.
- 840 - Jump.
- 850 - Get the value from the stack and put it in register A.
- 860 - Mask the value in register A.
- 870 - Jump.
- 880 - Bump the memory pointer in register pair HL.
- 890 - Jump.
- 900 - Bump the memory pointer in register pair HL.
- 910 - Save the memory pointer in register pair HL on the stack.
- 920 - Load register E with the LSB of the address at the location of the memory pointer in register pair HL.
- 930 - Bump the memory pointer in register pair HL.
- 940 - Load register D with the MSB of the address at the location of the memory pointer in register pair HL.
- 950 - Load register pair HL with the address in register pair DE.
- 960 - Load register pair DE with the starting address of the monitor program.
- 970 - Go check to see if the address in register pair HL is less

than the starting address of the monitor program in register pair DE.

- 980 - Load register pair DE with the address in register pair HL.
- 990 - Jump if the address in register pair HL was less than the starting address of the monitor program in register pair DE.
- 1000 - Load register pair HL with the address in register pair DE.
- 1010 - Load register pair DE with the ending address of the monitor program.
- 1020 - Go compare the address in register pair HL with the ending address of the monitor program in register pair DE.
- 1030 - Load register pair DE with the address in register pair HL.
- 1040 - Jump if the address in register pair HL was greater than the ending address in register pair DE.
- 1050 - Load register pair HL with the relocation offset.
- 1060 - Add the address in register pair DE to the value of the relocation offset in register pair HL.
- 1070 - Load register pair DE with the updated address.
- 1080 - Get the memory pointer from the stack and put it in register pair HL.
- 1090 - Save the LSB of the address in register E at the location of the memory pointer in register pair HL.
- 1100 - Bump the memory pointer in register pair HL.
- 1110 - Save the MSB of the address in register D at the location on the memory pointer in register pair HL.
- 1120 - Jump.
- 1130 - Adjust the value in register A.
- 1140 - Save the value in register A on the stack.
- 1150 - Mask the value in register A.
- 1160 - Check to see if the value in register A is equal to zero.
- 1170 - Jump if the value in register A is equal to zero.
- 1180 - Check to see if the adjusted value in register A is equal to 10H.
- 1190 - Jump if the adjusted value in register A is equal to 10H.
- 1200 - Check to see if the adjusted value in register A is equal to 20H.
- 1210 - Jump if the adjusted value in register A is equal to 20H.
- 1220 - Get the value from the stack and put it in register A.
- 1230 - Mask the value in register A.
- 1240 - Check to see if the adjusted value in register A is equal to 0DH.
- 1250 - Jump if the adjusted value in register A is equal to 0DH.

- 1260 - Jump.
- 1270 - Get the value from the stack and put it in register A.
- 1280 - Mask the value in register A.
- 1290 - Check to see if the value in register A is equal to 0DH.
- 1300 - Jump if the adjusted value in register A is equal to 0DH.
- 1310 - Jump.
- 1320 - Get the value from the stack and put it in register A.
- 1330 - Mask the value in register A.
- 1340 - Check to see if the value in register A is equal to 0DH.
- 1350 - Jump if the value in register A is equal to 0DH.
- 1360 - Check to see if the value in register A is equal to 03H.
- 1370 - Jump if the adjusted value in register A is equal to 03H.
- 1380 - Jump.
- 1390 - Get the value from the stack and put it in register A.
- 1400 - Check to see if the value in register A is equal to 0DH.
- 1410 - Jump if the value in register A is equal to 0DH.
- 1420 - Check to see if the value in register A is equal to 03H.
- 1430 - Jump if the value in register A is equal to 03H.
- 1440 - Check to see if the adjusted value in register A is equal to 0BH.
- 1450 - Jump if the adjusted value in register A is equal to 0BH.
- 1460 - Check to see if the adjusted value in register A is equal to 02H.
- 1470 - Jump if the adjusted value in register A is equal to 02H.
- 1480 - Check to see if the adjusted value in register A is equal to 04H.
- 1490 - Jump if the adjusted value in register A is equal to 04H.
- 1500 - Check to see if the adjusted value in register A is equal to 06H.
- 1510 - Jump if the adjusted value in register A is equal to 06H.
- 1520 - Check to see if the adjusted value in register A is equal to 0AH.
- 1530 - Jump if the adjusted value in register A is equal to 0AH.
- 1540 - Check to see if the adjusted value in register A is equal to 0CH.
- 1550 - Jump if the adjusted value in register A is equal to 0CH.
- 1560 - Check to see if the adjusted value in register A is equal to 0EH.
- 1570 - Jump if the adjusted value in register A is equal to 0EH.
- 1580 - Jump.
- 1590 - Bump the memory pointer in register pair HL.

- 1600 - Load register A with the value at the location of the memory pointer in register pair HL.
- 1610 - Check to see if the value in register A is less than 21H.
- 1620 - Jump if the value in register A is less than 21H.
- 1630 - Jump if the value in register A is equal to 21H.
- 1640 - Check to see if the value in register A is equal to 22H.
- 1650 - Jump if the value in register A is equal to 22H.
- 1660 - Check to see if the value in register A is equal to 2AH.
- 1670 - Jump if the value in register A is equal to 2AH.
- 1680 - Check to see if the value in register A is equal to 34H.
- 1690 - Jump if the value in register A is equal to 34H.
- 1700 - Check to see if the value in register A is equal to 35H.
- 1710 - Jump if the value in register A is equal to 35H.
- 1720 - Check to see if the value in register A is equal to 36H.
- 1730 - Jump if the value in register A is equal to 36H.
- 1740 - Check to see if the value in register A is less than 46H.
- 1750 - Jump if the value in register A is less than 46H.
- 1760 - Check to see if the value in register A is less than CBH.
- 1770 - Jump if the value in register A is less than CBH.
- 1780 - Jump if the value in register A is equal to CBH.
- 1790 - Jump.
- 1800 - Bump the memory pointer in register pair HL.
- 1810 - Jump.
- 1820 - Bump the memory pointer in register pair HL.
- 1830 - Jump.
- 1840 - Bump the memory pointer in register pair HL.
- 1850 - Load register A with the value at the location of the memory pointer in register pair HL.
- 1860 - Check to see if the value in register A is equal to 43H.
- 1870 - Jump if the value in register A is equal to 43H.
- 1880 - Check to see if the value in register A is equal to 4BH.
- 1890 - Jump if the value in register A is equal to 4BH.
- 1900 - Check to see if the value in register A is equal to 53H.
- 1910 - Jump if the value in register A is equal to 53H.
- 1920 - Check to see if the value in register A is equal to 5BH.
- 1930 - Jump if the value in register A is equal to 5BH.
- 1940 - Check to see if the value in register A is equal to 73H.
- 1950 - Jump if the value in register A is equal to 73H.
- 1960 - Check to see if the value in register A is equal to 7BH.
- 1970 - Jump if the value in register A is equal to 7BH.
- 1980 - Jump.

- 1990 - Load register B with the number of bytes to bump the memory pointer in register pair HL.
- 2000 - Bump the memory pointer in register pair HL.
- 2010 - Loop till the memory pointer in register pair HL is updated.
- 2020 - Return.
- 2030 - Load register B with the number of bytes to bump the memory pointer in register pair HL.
- 2040 - Jump.
- 2050 - Load register B with the number of bytes to bump the memory pointer in register pair HL.
- 2060 - Jump.
- 2070 - Load register B with the number of bytes to bump the memory pointer in register pair HL.
- 2080 - Jump.
- 2090 - Load register B with the number of bytes to bump the memory pointer in register pair HL.
- 2100 - Jump.
- 2110 - Decrement the memory pointer in register pair HL.
- 2120 - Load register B with the number of commands in the monitor's jump table.
- 2130 - Bump the memory pointer in register pair HL.
- 2140 - Bump the memory pointer in register pair HL.
- 2150 - Save the memory pointer in register pair HL on the stack.
- 2160 - Load register E with the LSB of the address at the location of the memory pointer in register pair HL.
- 2170 - Bump the memory pointer in register pair HL.
- 2180 - Load register D with the MSB of the address at the location of the memory pointer in register pair HL.
- 2190 - Load register pair HL with the relocation offset value.
- 2200 - Add the address in register pair DE to the offset value in register pair HL.
- 2210 - Load register pair DE with the updated address in register pair HL.
- 2220 - Get the memory pointer from the stack and put it in register pair HL.
- 2230 - Save the LSB of the updated address in register E at the location of the memory pointer in register pair HL.
- 2240 - Bump the memory pointer in register pair HL.
- 2250 - Save the MSB of the updated address in register D at the location of the memory pointer in register pair HL.
- 2260 - Loop till the jump table has been completely updated.

- 2270 - Jump to the block move routine.
- 2280 - This will home the cursor as part of the sign-on message.
- 2290 - This will clear the screen as part of the sign-on message.
- 2300 - Part of the sign-on message is stored here.
- 2310 - This will display a carriage return as part of the sign-on message.
- 2320 - Part of the sign-on message is stored here.
- 2330 - This will display a carriage return as part of the sign-on message.
- 2340 - Part of the sign-on message is stored here.
- 2350 - This will display a carriage return as part of the sign-on message.
- 2360 - Part of the sign-on message is stored here.
- 2370 - This will display a carriage return as part of the sign-on message.
- 2380 - Part of the sign-on message is stored here.
- 2390 - This will display a carriage return as part of the sign-on message.
- 2400 - The sign-on message terminator is stored here.
- 2410 - This will display a carriage return as part of the relocation message.
- 2420 - Part of the relocation message is stored here.
- 2430 - This will display a carriage return as part of the relocation message.
- 2440 - Part of the relocation message is stored here.
- 2450 - This will display a carriage return as part of the relocation message.
- 2460 - Part of the relocation message is stored here.
- 2470 - This will display a carriage return as part of the relocation message.
- 2480 - Part of the relocation message is stored here.
- 2490 - This will display two carriage returns as part of the relocation message.
- 2500 - Part of the relocation message is stored here.
- 2510 - The relocation message terminator is stored here.
- 2520 - The relocation offset is stored here.
- 2530 - End of the program.

Appendix

Level II ROM Memory Map

The Level II ROMs are described location by location in this section. Locations 0043H to 0045H, 0134H, 0137H, 08D8H, 095DH, 0909H, 0AEEH, 0C25H, 0E11H, 0E6BH, 0FA1H, 10F8H, 13E1H, 14B1H, 196BH, 1999H, 199CH, 199FH, 1A17H, 1DBAH, 1E02H, 1E05H, 1E08H, 1F03H to 1F06H, 1F59H, 2682H, 270EH, 2726H, 2799H, 2887H, 2888H, 28C0H, 2A67H, 2D44H, 2D45H, 2D96H, 2E16H, 4018H to 401AH, 4090H to 4092H, 409FH, 412FH, 41E4H to 41E7H are not included here because they are not used or can be ignored.

0000H - 0004H **POWER UP ROUTINE**

0000H Turn off the real time clock and the disk interrupts.

0001H Zero register A.

0002H - 0004H Go to the Level II BASIC initialization routine.

0005H - 0007H Go to RST 0008H code via 4000H.

0008H - 000AH **RST 0008H**

0008H - 000AH Go to the RST 0008H vector at 4000H.

000BH - 000CH **DISK ROUTINE**

000BH Get the address from the stack and put it in register pair HL.

000CH Jump to the location of the address in register pair HL.

000DH - 000FH **DISK ROUTINE**

000DH - 000FH Jump to the disk load and run sector routine.

0010H - 0012H **RST 0010H**

0010H - 0012H Go to the RST 0010H vector at 4003H.

0013H - 0017H **KEYBOARD ROUTINE**

0013H Save the value in register pair BC on the stack.

0014H - 0015H Load register B with the device type entry code.

0016H - 0017H Jump to the Level II BASIC driver entry routine.

0018H - 001AH **RST 0018H**

0018H - 001AH Go to the RST 0018H vector at 4006H.

001BH - 001FH **VIDEO AND PRINTER ROUTINE**

001BH Save the value in register pair BC on the stack.

001CH - 001DH Load register B with the device type entry code.

001EH - 001FH Jump to the Level II BASIC driver entry routine.

0020H - 0022H **RST 0020H**

0020H - 0022H Go to the RST 0020H vector at 4009H.

0023H - 0027H **DISK ROUTINE**

0023H Save the value in register pair BC on the stack.

0024H - 0025H Load register B with the device type entry code.

0026H - 0027H Jump to the Level II BASIC driver entry routine.

0028H - 002AH **RST 0028H**

0028H - 002AH Go to the RST 0028H vector at 400CH.

002BH - 002FH **KEYBOARD ROUTINE**

002BH - 002DH Load register pair DE with the starting address of the keyboard device control block.

002EH - 002FH Jump to the Level II BASIC driver entry routine.

0030H - 0032H **RST 0030H**

0030H - 0032H Go to the RST 0030H vector at 400FH.

0033H - 0037H	VIDEO ROUTINE	
0033H - 0035H	Load register pair DE with the starting address of the video display device control block.	
0036H - 0037H	Jump to the Level II BASIC driver entry routine.	
0038H - 003AH	RST 0038H	
0038H - 003AH	Go to the RST 0038H vector at 4012H.	
003BH - 003FH	PRINTER ROUTINE	
003BH - 003DH	Load register pair DE with the starting address of the printer device control block.	
003EH - 003FH	Jump to the Level II BASIC driver entry routine.	
0040H - 0042H	INPUT ROUTINE	
0040H - 0042H	Jump to the keyboard input routine.	
0046H - 0048H	DRIVER ENTRY ROUTINE	
0046H - 0048H	Jump to the Level II BASIC driver entry routine.	
0049H - 004FH	KEYBOARD ROUTINE	
0049H - 004BH	Go scan the keyboard and return with the key pressed, if any, in register A.	
004CH	Check the value in register A to see if a key was pressed.	
004DH	Return if a key was pressed.	
004EH - 004FH	Loop till a key is pressed.	
0050H - 005FH	KEYBOARD LOOKUP TABLE	
	Key(s) Pressed	ASCII Value
0050H	ENTER	0DH
0051H	Shift ENTER	0DH
0052H	CLEAR	1FH
0053H	Shift CLEAR	1FH
0054H	BREAK	01H
0055H	Shift BREAK	01H
0056H	Up Arrow	5BH
0057H	Shift Up Arrow	1BH

	Key(s) Pressed	ASCII Value
0058H	Down Arrow	0AH
0059H	Shift Down Arrow	1AH
005AH	Left Arrow	08H
005BH	Shift Left Arrow	18H
005CH	Right Arrow	09H
005DH	Shift Right Arrow	19H
005EH	SPACE	20H
005FH	Shift SPACE	20H
0060H - 0065H	DELAY ROUTINE	
0060H	Decrement the counter in register pair BC.	
0061H	Load register A with the counter's MSB in register B.	
0062H	Combine the counter's LSB in register C with the counter's MSB in register A.	
0063H - 0064H	Loop till the counter in register pair BC is equal to zero.	
0065H	Return.	
0066H - 0074H	NMI INTERRUPT ROUTINE (RESET)	
0066H - 0068H	Set the stack pointer to 0600H.	
0069H - 006BH	Load register A with the disk controller status.	
006CH	Bump the disk controller status in register A.	
006DH - 006EH	Check the value in register A to see if a disk is present.	
006FH - 0071H	If a disk is present, go to the Level II BASIC power up routine.	
0072H - 0074H	Jump to the Level II BASIC READY routine.	
0075H - 0104H	INITIALIZATION ROUTINE	
0075H - 0077H	Load register pair DE with the ROM storage location of the Level II BASIC division routine.	
0078H - 007AH	Load register pair HL with the RAM storage location of the Level II BASIC division routine.	
007BH - 007DH	Load register pair BC with the length of the Level II BASIC division routine.	

007EH - 007FH	Move the Level II BASIC division routine to RAM.
0080H - 0082H	Load register pair HL with an RAM memory pointer.
0083H - 0084H	Save a 3AH at the location of the memory pointer in register pair HL.
0085H	Bump the memory pointer in register pair HL.
0086H	Zero the location of the memory pointer in register pair HL.
0087H	Bump the memory pointer in register pair HL.
0088H - 0089H	Save a 2CH at the location of the memory pointer in register pair HL.
008AH	Bump the memory pointer in register pair HL.
008BH - 008DH	Save the value in register pair HL as the starting address of the keyboard input buffer area.
008EH - 0090H	Load register pair DE with the starting address of the Level II BASIC L3 ERROR routine.
0091H - 0092H	Load register B with the number of times to save the jump to the Level II BASIC L3 ERROR routine.
0093H - 0095H	Load register pair HL with the starting address of the Disk Basic links.
0096H - 0097H	Save a C3H at the location of the memory pointer in register pair HL.
0098H	Bump the memory pointer in register pair HL.
0099H	Save the LSB of the Level II BASIC L3 ERROR routine's starting address in register E at the location of the memory pointer in register pair HL.
009AH	Bump the memory pointer in register pair HL.
009BH	Save the MSB of the Level II BASIC L3 ERROR routine's starting address in register D at the location of the memory pointer in register pair HL.
009CH	Bump the memory pointer in register pair HL.
009DH - 009EH	Loop till all of the Disk Basic links have been set to jump to the Level II BASIC L3 ERROR routine.
009FH - 00A0H	Load register B with the number of DOS links to set to RETs.
00A1H - 00A2H	Save a C9H at the location of the memory pointer in register pair HL.

00A3H	Bump the memory pointer in register pair HL.
00A4H	Bump the memory pointer in register pair HL.
00A5H	Bump the memory pointer in register pair HL.
00A6H - 00A7H	Loop till all of the DOS links have been set to RETs.
00A8H - 00AAH	Load register pair HL with the starting address of user RAM.
00ABH	Zero the location of the memory pointer in register pair HL.
00ACH - 00AEH	Set the current stack pointer to 41F8H.
00AFH - 00B1H	Go initialize the Level II BASIC variables and pointers.
00B2H - 00B4H	Go clear the screen.
00B5H - 00B7H	Load register pair HL with the starting address of the memory size? message.
00B8H - 00BAH	Go display the memory size? message.
00BBH - 00BDH	Go get the input from the keyboard.
00BEH - 00BFH	Go ask again if the BREAK key was pressed.
00C0H	Bump the input buffer pointer in register pair HL till it points to the first character of the input.
00C1H	Check to see if the character at the location of the input buffer pointer in register A is an end of the input character (00H).
00C2H - 00C3H	Jump if there was a response to the memory size? question.
00C4H - 00C6H	Load register pair HL with the starting address for the memory size check.
00C7H	Bump the memory pointer in register pair HL.
00C8H	Load register A with the MSB of the current memory pointer in register H.
00C9H	Combine the LSB of the current memory pointer in register L with the MSB of the current memory pointer in register A.
00CAH - 00CBH	Jump if the current memory pointer in register pair HL is equal to zero.
00CCH	Load register A with the value at the location of the current memory pointer in register pair HL.

00CDH	Load register B with the value in register A.
00CEH	Complement the value in register A.
00CFH	Save the value in register A at the location of the current memory pointer in register pair HL.
00D0H	Check to see if the value at the location of the memory pointer in register pair HL is the same as the value in register A.
00D1H	Save the value in register B at the location of the memory pointer in register pair HL.
00D2H - 00D3H	Loop till the end of memory is found.
00D4H - 00D5H	Jump.
00D6H - 00D8H	Go evaluate the response to the memory size? question and return with the memory size? in register pair DE.
00D9H	Check to see if register A is equal to zero.
00DAH - 00DCH	Go to the Level II BASIC error routine and display a SN ERROR message if register A is equal to zero.
00DDH	Load register pair HL with the memory size? in register pair DE.
00DEH	Decrement the memory size? in register pair HL.
00DFH - 00E0H	Load register A with a memory test value.
00E1H	Load register B with the value at the location of the memory size? pointer in register pair HL.
00E2H	Save the value in register A at the location of the memory size? pointer in register pair HL.
00E3H	Check to see if the value at the location of the memory size? pointer in register pair HL is the same as the value in register A.
00E4H	Save the value in register B at the location of the memory size? pointer in register pair HL.
00E5H - 00E6H	Jump if the memory location doesn't exist.
00E7H	Decrement the memory size pointer in register pair HL.
00E8H - 00EAH	Load register pair DE with the minimum memory size? response.
00EBH	Go check to see if the memory size? pointer in

register pair HL is less than the minimum memory size? response in register pair DE.

- 00EEH - 00EEH Go to the Level II BASIC error routine and display an OM ERROR if the memory size? pointer in register pair HL is less than the minimum memory size? response in register pair DE.
- 00EFH - 00F1H Load register pair DE with a negative fifty.
- 00F2H - 00F4H Save the memory size? pointer in register pair HL.
- 00F5H Add the value in register pair DE to the memory size? pointer in register pair HL.
- 00F6H - 00F8H Save the start of string space pointer in register pair HL.
- 00F9H - 00FBH Go reset the Level II BASIC variables and pointers.
- 00FCH - 00FEH Load register pair HL with the starting address of the RADIO SHACK LEVEL II BASIC message.
- 00FFH - 0101H Go display the RADIO SHACK LEVEL II BASIC message.
- 0102H - 0104H Go to the Level II BASIC READY routine.
- 0105H - 0110H **MESSAGE STORAGE**
- 0105H - 0110H Memory size? message is stored here.
- 0111H - 012CH **MESSAGE STORAGE**
- 0111H - 012CH RADIO SHACK LEVEL II BASIC message is stored here.
- 012DH - 0131H **L3 ERROR ROUTINE**
- 012DH - 012EH Load register E with the L3 ERROR code.
- 012FH - 0131H Go to the Level II BASIC error routine.
- 0132H - 0134H **LEVEL II BASIC
POINT COMMAND ENTRY POINT**
- 0132H Go bump the current BASIC program pointer till it points to the next character.
- 0133H Zero register A.
- 0135H - 0137H **LEVEL II BASIC SET
COMMAND ENTRY POINT**
- 0135H - 0136H Load register A with 80H.

**0138H - 0139H LEVEL II BASIC RESET
COMMAND ENTRY POINT**

0138H - 0139H Load register A with 01H.

013AH - 019CH GRAPHICS ROUTINE

013AH Save the graphics mode in register A on the stack.

013BH - 013CH Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a (character.

013DH - 013FH Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the 8-bit value in register A.

0140H - 0141H Check to see if the X value in register A is greater than 127.

0142H - 0144H Go to the Level II BASIC error routine and display a FC ERROR message if the X value in register A is greater than 127.

0145H Save the X value in register A on the stack.

0146H - 0147H Check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.

0148H - 014AH Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the 8-bit value in register A.

014BH - 014CH Check to see if the Y value in register A is greater than 47.

014DH - 014FH Go to the Level II BASIC error routine and display a FC ERROR message if the Y value in register A is greater than 47.

0150H - 0151H Load register D with starting quotient.

0152H Bump the quotient in register D.

0153H - 0154H Subtract 3 from register A.

0155H - 0156H Loop till register D equals the Y value divided by 3.

0157H - 0158H Adjust the remainder in register A.

0159H Save the remainder in register C.

015AH Get the X value from the stack and put it in register A.

015BH Multiply the X value in register A by two.

015CH	Load register E with the X value times two in register A.
015DH - 015EH	Load register B with the number of times to shift register pair DE.
015FH	Load register A with the adjusted Y value in register D.
0160H	Divide the adjusted Y value in register A by two.
0161H	Save the new Y value in register A in register D.
0162H	Load register A with the adjusted X value in register E.
0163H	Divide the adjusted X value in register A by two.
0164H	Load register E with the new X value in register A.
0165H - 0166H	Loop till the memory offset in register pair DE has been figured.
0167H	Load register A with the value in register C.
0168H	Multiply the value in register A by two and add the value of the Carry flag to register A.
0169H	Bump the value in register A.
016AH	Save the bit position in register A in register B.
016BH	Zero register A and reset the Carry flag.
016CH	Set the Carry flag.
016DH	Add the value of the Carry flag to register A.
016EH - 016FH	Loop till the graphic mask has been completed in register A.
0170H	Save the graphic mask in register A in register C.
0171H	Load register A with the MSB of the video memory offset in register D.
0172H - 0173H	Mask the MSB of the video memory offset in register A so that it will point to the correct location in video memory.
0174H	Save the MSB of the video memory pointer in register A in register D.
0175H	Load register A with the character at the location of the video memory pointer in register pair DE.

0176H	Check to see if the character in register A is a graphic character.
0177H - 0179H	Jump if the character in register A is a graphic character.
017AH - 017BH	Load register A with a blank graphic character.
017CH	Save the graphic character in register A in register B.
017DH	Get the graphic mode from the stack and put it in register A.
017EH	Set the flags according to the graphic mode in register A.
017FH	Get the graphic character from register B and put it in register A.
0180H - 0181H	Jump if the graphic mode is POINT.
0182H	Save the graphic character in register A at the location of the video memory pointer in register pair DE.
0183H - 0185H	Jump if the graphic mode is SET.
0186H	Load register A with the graphic mask in register C.
0187H	Reverse the graphic mask in register A.
0188H	Load register C with the adjusted graphic mask in register A.
0189H	Load register A with the character at the location of the video memory pointer in register pair DE.
018AH	RESET the graphic bit by combining the graphic mask in register C with the graphic character in register A.
018BH	Save the adjusted graphic character in register A at the location of the video memory pointer in register pair DE.
018CH - 018DH	Check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a) character.
018EH	Return.
018FH	SET the graphic bit by combining the graphic mask in register C with the graphic character in register A.

0190H - 0191H Jump.

0192H POINT the graphic bit by combining the graphic mask in register C with the graphic character in register A.

0193H - 0194H Subtract one from the value in register A.

0195H Adjust the value in register A so that A will equal zero if the bit was off in register A.

0196H Save the current BASIC program pointer in register pair HL on the stack.

0197H - 0199H Save the value in register A as the current result in REG1.

019AH Get the current BASIC program pointer from the stack and put it in register pair HL.

019BH - 019CH Jump.

019DH - 01C8H **LEVEL II BASIC INKEY\$ ROUTINE**

019DH Go bump the current BASIC program pointer in register pair HL till it points to the next character.

019EH Save the current BASIC program pointer in register pair HL on the stack.

019FH - 01A1H Load register A with the last key pressed.

01A2H Check to see if a key has been pressed.

01A3H - 01A4H Jump if a key has been pressed.

01A5H - 01A7H Go scan the keyboard.

01A8H Check to see if a key was pressed.

01A9H - 01AAH Jump if a key wasn't pressed.

01ABH Save the key pressed in register A on the stack.

01ACH Zero register A.

01ADH - 01AFH Save the value in register A as the last key pressed.

01B0H Bump the value in register A.

01B1H - 01B3H Go make an entry in string space.

01B4H Get the last key pressed from the stack and put it in register A.

01B5H - 01B7H Load register pair HL with the string's starting address.

01B8H	Save the last key pressed in register A at the location of the string pointer in register pair HL.
01B9H - 01BBH	Go save the string's VARPTR as the current result.
01BCH - 01BEH	Load register pair HL with the starting address of the READY message.
01BFH - 01C1H	Save the address in register pair HL as the current result in REG1.
01C2H - 01C3H	Load register A with a string number type flag.
01C4H - 01C6H	Save the value in register A as the current number type.
01C7H	Get the current BASIC program pointer from the stack and put it in register pair HL.
01C8H	Return.
01C9H - 01D2H	LEVEL II BASIC CLS ROUTINE
01C9H - 01CAH	Load register A with the ASCII character to home the cursor.
01CBH - 01CDH	Go send the character in register A to the video display.
01CEH - 01CFH	Load register A with the ASCII character to clear to the end of the screen.
01D0H - 01D2H	Go send the character in register A to the video display.
01D3H - 01D8H	LEVEL II BASIC RANDOM ROUTINE
01D3H - 01D4H	Load register A with the current value of the refresh register.
01D5H - 01D7H	Save the value in register A as part of the random number seed.
01D8H	Return.
01D9H - 01F7H	CASSETTE ROUTINE
01D9H - 01DBH	Load register pair HL with the command to send to the cassette.
01DCH - 01DEH	Go send the command to the cassette controller.
01DFH - 01E0H	Load register B with the delay count.
01E1H - 01E2H	Loop for delay.

01E3H - 01E5H Load register pair HL with the command to send to the cassette.
 01E6H - 01E8H Go send the command to the cassette controller.
 01E9H - 01EAH Load register B with the delay count.
 01EBH - 01ECH Loop for delay.
 01EDH - 01EFH Load register pair HL with the command to send to the cassette.
 01F0H - 01F2H Go send the command to the cassette controller.
 01F3H - 01F4H Load register B with the delay count.
 01F5H - 01F6H Loop for delay.
 01F7H Return.
 01F8H - 01FDH **CASSETTE ROUTINE (TURN OFF CASSETTE)**
 01F8H Save the value in register pair HL on the stack.
 01F9H - 01FBH Load register pair HL with the command to send to the cassette.
 01FCH - 01FDH Jump.
 01FEH - 0211H **CASSETTE ROUTINE (EVALUATE DRIVE NUMBER)**
 01FEH Get the character at the location of the current BASIC program pointer and put it in register A.
 01FFH - 0200H Check to see if the character in register A is a # character.
 0201H - 0202H Zero register A.
 0203H - 0204H Jump if the character at the location of the current BASIC program pointer in register pair HL isn't a # character.
 0205H - 0207H Go evaluate the drive number at the location of the current BASIC program pointer in register pair HL and return with the drive number in register E.
 0208H - 0209H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
 020AH Load register A with the drive number in register E.
 020BH Combine the MSB of the drive number in register D with the LSB of the drive number in register A.

020CH - 020DH Make the drive number in register A positive.

020EH - 0210H Go to the Level II BASIC error routine and display a FC ERROR message if the drive number in register A is invalid.

0211H Decrement the drive number in register A.

0212H - 021DH **CASSETTE ROUTINE (TURN ON CASSETTE)**

0212H - 0214H Set the current drive as specified by register A.

0215H Save the current BASIC program pointer in register pair HL on the stack.

0216H - 0218H Load register pair HL with the command to send to the cassette.

0219H - 021BH Go send the command to the cassette controller.

021CH Get the current BASIC program pointer from the stack and put it in register pair HL.

021DH Return.

021EH - 022BH **CASSETTE ROUTINE**

021EH - 0220H Load register pair HL with the command to send to the cassette.

0221H - 0223H Load register A with the 32/64 character per line flag.

0224H Combine the value in register H with the 32/64 character per line flag in register A.

0225H Combine the value to send to the cassette in register L with the adjusted value in register A.

0226H - 0227H Send the value in register A to the cassette port.

0228H - 022AH Save the value in register A as the 32/64 character per line flag.

022BH Return.

022CH - 0234H **CASSETTE ROUTINE (BLINK **)**

022CH - 022EH Get the character being displayed in the upper right hand corner of the video display and put it in register A.

022FH - 0230H If the character in register A is a * then make it a space, else if the character in register A is a space make it a *.

0231H - 0233H Display the character in register A in the upper right

hand corner of the video display.

0234H	Return.
0235H - 0240H	CASSETTE ROUTINE (READ A BYTE)
0235H	Save the value in register pair BC on the stack.
0236H	Save the value in register pair HL on the stack.
0237H - 0238H	Load register B with the number of bits to read.
0239H - 023BH	Go read a bit from the cassette recorder.
023CH - 023DH	Loop till all eight bits have been read.
023EH	Get the value from the stack and put it in register pair HL.
023FH	Get the value from the stack and put it in register pair BC.
0240H	Return.
0241H - 0260H	CASSETTE ROUTINE (READ A BIT)
0241H	Save the value in register pair BC on the stack.
0242H	Save the value in register A on the stack.
0243H - 0244H	Read a bit from the cassette port.
0245H	Check to see if this is a start bit.
0246H - 0247H	Loop till start bit is found.
0248H - 0249H	Load register B with the delay count.
024AH - 024BH	Loop for delay.
024CH - 024EH	Go clear the cassette controller.
024FH - 0250H	Load register B with the delay count.
0251H - 0252H	Loop for delay.
0253H - 0254H	Load register A with the value of the cassette port.
0255H	Load register B with the value read from the cassette port in register A.
0256H	Get the value from the stack and put it in register A.
0257H - 0258H	Shift the bit read in register B into the Carry flag.
0259H	Shift the value in the Carry flag into register A.

025AH	Save the value in register A on the stack.
025BH - 025DH	Go clear the cassette controller.
025EH	Get the value from the stack and put it in register A.
025FH	Get the value from the stack and put it in register pair BC.
0260H	Return.
0261H - 0263H	CASSETTE ROUTINE
0261H - 0263H	Go write a byte.
0264H - 027DH	CASSETTE ROUTINE (WRITE A BYTE)
0264H	Save the value in register pair HL on the stack.
0265H	Save the value in register pair BC on the stack.
0266H	Save the value in register pair DE on the stack.
0267H	Save the value in register A on the stack.
0268H - 0269H	Load register C with the number of bits to be written.
026AH	Load register D with the byte to be written in register A.
026BH - 026DH	Go write the start bit.
026EH	Load register A with the byte to be written in register D.
026FH	Shift the bit to be written into the Carry flag.
0270H	Save the adjusted byte to be written in register A in register D.
0271H - 0272H	Jump if the bit to be written is equal to zero.
0273H - 0275H	Go make a cassette pulse.
0276H	Decrement the counter in register C.
0277H - 0278H	Loop till all eight bits have been written.
0279H	Get the value from the stack and put it in register A.
027AH	Get the value from the stack and put it in register pair DE.
027BH	Get the value from the stack and put it in register pair BC.

027CH	Get the value from the stack and put it in register pair HL.
027DH	Return.
027EH - 0283H	CASSETTE ROUTINE
027EH - 027FH	Load register B with the delay count.
0280H - 0281H	Loop for the delay.
0282H - 0283H	Jump.
0284H - 0292H	CASSETTE ROUTINE (TURN ON CASSETTE AND WRITE LEADER)
0284H - 0286H	Go evaluate the drive number and turn on the cassette motor.
0287H - 0288H	Load register B with the number of bytes to be written.
0289H	Zero register A.
028AH - 028CH	Go write the byte in register A.
028DH - 028EH	Loop till leader has been written.
028FH - 0290H	Load register A with the sync byte value.
0291H - 0292H	Go write the sync byte.
0293H - 029EH	CASSETTE ROUTINE (TURN ON CASSETTE AND READ LEADER)
0293H - 0295H	Go evaluate the drive number and turn on the cassette motor.
0296H	Save the current BASIC program pointer in register pair HL on the stack.
0297H	Zero register A.
0298H - 029AH	Go read a byte from the cassette and return with it in register A.
029BH - 029CH	Check to see if the byte read from the cassette in register A is a sync byte.
029DH - 029EH	Loop till sync byte found.
029FH - 02A8H	CASSETTE ROUTINE (DISPLAY ** ON VIDEO)
029FH - 02A0H	Load register A with a * character.
02A1H - 02A3H	Display the * character in register A on the video display.

02A4H - 02A6H Display the * character in register A on the video display.

02A7H Get the current BASIC program pointer from the stack and put it in register pair HL.

02A8H Return.

02A9H - 0329H **LEVEL II SYSTEM ROUTINE-ENTRY POINT - 02B2H**

02A9H - 02ABH Go read the execution address from the cassette and return with it in register pair HL.

02ACH - 02AEH Save the execution address in register pair HL.

02AFH - 02B1H Go turn off the cassette motor.

02B2H - 02B4H Go call the DOS link at 41E2H.

02B5H - 02B7H Set the stack pointer to 4288H.

02B8H - 02BAH Go display a carriage return on the video display if necessary.

02BBH - 02BCH Load register A with an * character.

02BDH - 02BFH Go display the * character in register A on the video display.

02C0H - 02C2H Go get the input from the keyboard.

02C3H - 02C5H Go to the Level II BASIC READY routine if the BREAK key was pressed.

02C6H Go bump the input buffer pointer in register pair HL till it points to the first character input.

02C7H - 02C9H Go to the Level II BASIC error routine and display a SN ERROR message if there wasn't any input.

02CAH - 02CBH Check to see if the character at the location of the input buffer pointer in register A is a / character.

02CCH - 02CDH Jump if the character at the location of the input buffer pointer in register A is a / character.

02CEH - 02D0H Go turn on the cassette motor.

02D1H - 02D3H Go read a byte from the cassette and return with it in register A.

02D4H - 02D5H Check to see if the byte read from the cassette in register A is a header byte.

02D6H - 02D7H Loop till the header byte is found.

02D8H - 02D9H	Load register B with the length of the filename to read from the cassette.
02DAH	Load register A with the character at the location of the current input buffer pointer in register pair HL.
02DBH	Check to see if the character at the location of the current input buffer pointer in register A is an end of input character.
02DCH - 02DDH	Jump if the character at the location of the current input buffer pointer in register A is an end of input character.
02DEH - 02E0H	Go read a byte from the cassette and return with it in register A.
02E1H	Check to see if the character at the location of the current input buffer pointer in register pair HL is the same as the character read from the cassette in register A.
02E2H - 02E3H	Jump if the character at the location of the current input buffer pointer in register pair HL isn't the same as the character read from the cassette in register A.
02E4H	Bump the input buffer pointer in register pair HL.
02E5H - 02E6H	Loop till the whole of the filename has been read from the cassette and checked against the user response.
02E7H - 02E9H	Go blink the * on the video display.
02EAH - 02ECH	Go read a byte from the cassette recorder and return with it in register A.
02EDH - 02EEH	Check to see if the byte read from the cassette in register A is an execution address header byte.
02EFH - 02F0H	Jump if the byte read from the cassette in register A is an execution address header byte.
02F1H - 02F2H	Check to see if the byte read from the cassette in register A is a file block header byte.
02F3H - 02F4H	Loop till either an execution address header byte or a file block header byte is read from the cassette.
02F5H - 02F7H	Go read a byte from the cassette and return with the number of bytes to be loaded in register B.
02F8H	Load register B with the number of bytes to be loaded in register A.
02F9H - 02FBH	Go read the file block's starting address from the

	cassette and return with it in register pair HL.
02FCH	Add the LSB of the file block's starting address in register L to the MSB of the file block's starting address in register A.
02FDH	Load register C with the file block's starting checksum in register A.
02FEH - 0300H	Go read a byte from the cassette and return with it in register A.
0301H	Save the byte read from the cassette in register A at the location of the memory pointer in register pair HL.
0302H	Bump the memory pointer in register pair HL.
0303H	Add the value of the current checksum in register C to the value in register A.
0304H	Load register C with the updated checksum in register A.
0305H - 0306H	Loop till the whole file block has been read.
0307H - 0309H	Go read the checksum from the cassette and return with it in register A.
030AH	Check to see if the computed checksum in register C is the same as the checksum read from the cassette in register A.
030BH - 030CH	Jump if the computed checksum in register C is the same as the checksum read from the cassette in register A.
030DH - 030EH	Load register A with a C character.
030FH - 0311H	Display the C character in register A on the video display.
0312H - 0313H	Jump.
0314H - 0316H	Go read a byte from the cassette and return with it in register A.
0317H	Load register L with the byte read from the cassette in register A.
0318H - 031AH	Go read a byte from the cassette and return with it in register A.
031BH	Load register H with the byte read from the cassette in register A.
031CH	Return.

031DH	Load register pair DE with the input buffer pointer in register pair HL.
031EH - 0320H	Load register pair HL with the current execution address.
0321H	Exchange the execution address in register pair HL with the input buffer pointer in register pair DE.
0322H	Go bump the current input buffer pointer in register pair HL till it points to the next character.
0323H - 0325H	Go evaluate the expression at the location of the input buffer pointer in register pair HL and return with the integer result in register pair DE.
0326H - 0327H	Jump if there wasn't any input.
0328H	Exchange the input buffer pointer in register pair HL with the execution address in register pair DE.
0329H	Jump to the execution address in register pair HL.
032AH - 0347H	OUTPUT ROUTINE
032AH	Save the value in register pair BC on the stack.
032BH	Load register C with the character to be output in register A.
032CH - 032EH	Go call the DOS link at 41C1H.
032FH - 0331H	Load register A with the current output device number.
0332H	Set the flags according to the current output device number in register A.
0333H	Load register A with the character to be output in register C.
0334H	Get the value from the stack and put it in register pair BC.
0335H - 0337H	Jump if the character in register A is to be sent to the cassette.
0338H - 0339H	Jump if the character in register A is to be sent to the printer.
033AH	Save the value in register pair DE on the stack.
033BH - 033DH	Go send the character in register A to the video display.
033EH	Save the character in register A on the stack.

033FH - 0341H Go update the current cursor position.
 0342H - 0344H Save the current cursor line position in register A.
 0345H Get the character from the stack and put it in register A.
 0346H Get the value from the stack and put it in register pair DE.
 0347H Return.
 0348H - 0357H **VIDEO ROUTINE**
 0348H - 034AH Load register A with the 32/64 character per line flag.
 034BH - 034CH Set the flags according to the status of the 32/64 character per line flag in register A.
 034DH - 034FH Load register A with the LSB of the current cursor position.
 0350H - 0351H Jump if this is the 64 character per line mode.
 0352H Divide the LSB of the current cursor position in register A by two.
 0353H - 0354H Mask the cursor line position in register A for a 32 character per line.
 0355H - 0356H Mask the cursor line position in register A for 64 characters per line.
 0357H Return.
 0358H - 0360H **KEYBOARD ROUTINE**
 0358H - 035AH Go call the DOS link at 41C4H.
 035BH Save the value in register pair DE on the stack.
 035CH - 035EH Go scan the keyboard.
 035FH Get the value from the stack and put it in register pair DE.
 0360H Return.
 0361H - 0383H **INPUT ROUTINE**
 0361H Zero register A.
 0362H - 0364H Save the value in register A as the last key pressed.
 0365H - 0367H Save the value in register A as the current cursor line position.

0368H - 036AH Go call the DOS link at 41AFH.

036BH Save register pair BC on the stack.

036CH - 036EH Load register pair HL with the starting address of the input buffer.

036FH - 0370H Load register B with the length of the input buffer.

0371H - 0373H Go get the input.

0374H Save the flags on the stack.

0375H Load register C with the length of the input in register B.

0376H - 0377H Zero register B.

0378H Add the length of the input in register pair BC to the starting address of the input buffer in register pair HL.

0379H - 037AH Save an end of the input character at the location of the end of input pointer in register pair HL.

037BH - 037DH Load register pair HL with the starting address of the input buffer.

037EH Get the flags from the stack.

037FH Get the value from the stack and put it in register pair BC.

0380H Decrement the input buffer pointer in register pair HL.

0381H Return if the BREAK key was pressed.

0382H Zero register A.

0383H Return.

0384H - 038AH **KEYBOARD ROUTINE**

0384H - 0386H Go scan the keyboard.

0387H Check to see if a key was pressed.

0388H Return if a key was pressed.

0389H - 038AH Loop till a key is pressed.

038BH - 039BH **PRINTER ROUTINE**

038BH Zero register A.

038CH - 038EH Save the value in register A as the current output device code.

038FH - 0391H Load register A with the current printer carriage position.

0392H Check to see if the carriage position in register A is equal to zero.

0393H Return if the carriage position in register A is equal to zero.

0394H - 0395H Load register A with a carriage return character.

0396H Save the value in register pair DE on the stack.

0397H - 0399H Go send the carriage return character in register A to the printer.

039AH Get the value from the stack and put it in register pair DE.

039BH Return.

039CH - 03C1H **PRINTER ROUTINE**

039CH Save the value in register pair AF on the stack.

039DH Save the value in register pair DE on the stack.

039EH Save the value in register pair BC on the stack.

039FH Load register C with the character to be sent to the printer in register A.

03A0H - 03A1H Zero register E.

03A2H - 03A3H Check to see if the character to be sent to the printer in register A is equal to 0CH.

03A4H - 03A5H Jump if the character to be sent to the printer in register A is equal to 0CH.

03A6H - 03A7H Check to see if the character to be sent to the printer in register A is a line feed character.

03A8H - 03A9H Jump if the character to be sent to the printer in register A isn't a line feed character.

03AAH - 03ABH Load register A with a carriage return character.

03ACH Load register C with the character to be sent to printer in register A.

03ADH - 03AEH Check to see if the character to be sent to the printer in register A is a carriage return character.

03AFH - 03B0H Jump if the character to be sent to the printer in register A is a carriage return character.

03B1H - 03B3H Load register A with the current carriage position.

03B4H Bump the current carriage position in register A.

03B5H Load register E with the current carriage position in register A.

03B6H Load register A with the current carriage position in register E.

03B7H - 03B9H Save the current carriage position in register A.

03BAH Load register A with the character to be sent to the printer in register C.

03BBH - 03BDH Go send the character in register A to the printer.

03BEH Get the value from the stack and put it in register pair BC.

03BFH Get the value from the stack and put it in register pair DE.

3C0H Get the value from the stack and put it in register pair AF.

03C1H Return.

03C2H - 03E2H **DRIVER ENTRY ROUTINE**

03C2H Save register pair HL on the stack.

03C3H - 03C4H Save the value in register pair IX on the stack.

03C5H Save the starting address of the device control block in register pair DE on the stack.

03C6H - 03C7H Get the starting address of the device control block from the stack and put it in register pair IX.

03C8H Save the value in register pair DE on the stack.

03C9H - 03CBH Load register pair HL with the return address.

03CCH Save the return address in register pair HL on the stack.

03CDH Save the character to output in register A in register C.

03CEH Load register A with the device type code at the location of the device control block pointer in register pair DE.

03CFH	Mask the device type code in register A with the driver entry code in register B.
03D0H	Check to see if the updated device type code in register A is the same as the driver entry code in register B.
03D1H - 03D3H	Jump to the DOS link at 4033H if the updated device type code in register A isn't the same as the driver entry code in register B.
03D4H - 03D5H	Reset the flags.
03D6H - 03D8H	Load register L with the LSB of the driver entry address at the location of the device control block pointer in register pair IX plus one.
03D9H - 03DBH	Load register H with the MSB of the driver entry address at the location of the device control block pointer in register pair IX plus one.
03DCH	Jump to the driver entry address in register pair HL.
03DDH	Get the value from the stack and put it in register pair DE.
03DEH - 03DFH	Get the value from the stack and put it in register pair IX.
03E0H	Get the value from the stack and put it in register pair HL.
03E1H	Get the value from the stack and put it in register pair BC.
03E2H	Return.
03E3H - 0457H	KEYBOARD DRIVER
03E3H - 03E5H	Load register pair HL with the keyboard work area's starting address.
03E6H - 03E8H	Load register pair BC with the keyboard memory's starting address.
03E9H - 03EAH	Zero register D.
03EBH	Load register A with the value at the location of the keyboard memory pointer in register pair BC.
03ECH	Load register E with the keyboard memory value in register A.
03EDH	Check for inequality by XORing the value at the location of the keyboard work area pointer in register pair HL with the keyboard memory value in register A.

03EEH	Save the keyboard memory value in register E at the location of the keyboard work area pointer in register pair HL.
3EFH	Mask the adjusted value in register A with the value at the location of the keyboard work area pointer in register pair HL.
03F0H - 03F1H	Jump if a new key has been pressed.
03F2H	Bump the keyboard row counter in register D.
03F3H	Bump the keyboard work area pointer in register pair HL.
03F4H - 03F5H	Adjust the keyboard memory pointer in register pair BC.
03F6H - 03F8H	Jump if the whole of keyboard memory hasn't been checked.
03F9H	Return.
03FAH	Save the column number in register A in register E.
03FBH	Load register A with the row counter in register D.
03FCH	Multiply the row counter in register A by two.
03FDH	Multiply the row counter in register A by two.
03FEH	Multiply the row counter in register A by two.
03FFH	Load register D with the row counter in register A.
0400H - 0401H	Load register C with the starting column counter.
0402H	Load register A with the column counter in register C.
0403H	Check to see if the column counter in register A is the same as the active column number in register E.
0404H - 0405H	Jump if the column counter in register A is the same as the active column number in register E.
0406H	Bump the value in register D.
0407H - 0408H	Adjust the column counter in register C.
0409H - 040AH	Loop till the value in register D is adjusted for it's column.
040BH - 040DH	Load register A with the value of the SHIFT memory location.

040EH	Load register B with the SHIFT value in register A.
040FH	Load register A with the value in register D.
0410H - 0411H	Adjust the ASCII value in register A.
0412H - 0413H	Check to see if the value in register A is alphabetic.
0414H - 0415H	Jump if the value in register A is nonalphabetic.
0416H - 0417H	Put the SHIFT value in register B in the carry flag.
0418H - 0419H	Jump if the SHIFT key wasn't pressed.
041AH - 041BH	Adjust the value in register A for lower case.
041CH	Load register D with the adjusted character in register A.
041DH - 041FH	Load register A with the value at keyboard memory row six.
0420H - 0421H	Check to see if the down arrow key was pressed.
0422H - 0423H	Jump if down arrow wasn't pressed.
0424H	Load register A with the character in register D.
0425H - 0426H	Adjust the value of the character in register A.
0427H - 0428H	Jump.
0429H - 042AH	Adjust the value of the character in register A.
042BH - 042CH	Jump if the character in register A is for keyboard row six.
042DH - 042EH	Readjust the value of character in register A.
042FH - 0430H	Check to see if the character in register A is 0 - , character.
0431H - 0432H	Jump if the character in register A is a 0 - , character.
0433H - 0434H	Adjust the character in register A.
0435H - 0436H	Put the SHIFT value in register B into the Carry flag.
0437H - 0438H	Jump if the SHIFT key wasn't pressed.
0439H - 043AH	Adjust the character in register A.
043BH - 043CH	Jump.

043DH Adjust the value in register A.

043EH - 043FH Put the SHIFT value in register B into the Carry flag.

0440H - 0441H Jump if the SHIFT key wasn't pressed.

0442H Bump the value in register A.

0443H - 0445H Load register pair HL with the starting address of the keyboard lookup table.

0446H Load register C with the offset in register A.

0447H - 0448H Zero register B.

0449H Add the offset in register pair BC to the starting address of the keyboard lookup table in register pair HL.

044AH Load register A with the ASCII value at the location of the keyboard lookup table pointer in register pair HL.

044BH Load register D with the ASCII value for the key pressed in register A.

044CH - 044EH Load register pair BC with the delay count.

044FH - 0451H Go delay.

0452H Load register A with the ASCII value for the key pressed in register D.

0453H - 0454H Check to see if the BREAK key was pressed.

0455H Return if the BREAK key wasn't pressed.

0456H Go if the BREAK key was pressed.

0457H Return.

0458H - 058CH **VIDEO DRIVER**

0458H - 045AH Load register L with the LSB of the current cursor position at the location of the video device control block pointer in register pair IX plus three.

045BH - 045DH Load register H with the MSB of the current cursor position at the location of the video device control block pointer in register pair IX plus four.

045EH - 045FH Jump if get last character.

0460H - 0462H Load register A with the cursor on/off flag at the

	location of the video device control block pointer in register pair IX plus five.
0463H	Check to see if the cursor is on or off.
0464H - 0465H	Jump if the cursor is off.
0466H	Display the character in register A at the location of the current cursor position in register pair HL.
0467H	Load register A with the character to be displayed in register C.
0468H - 0469H	Check to see if the character to be displayed in register A is a control code.
046AH - 046CH	Jump if the character to be displayed in register A is a control code.
046DH - 046EH	Check to see if the character to be displayed in register A is a graphic character or space compression code.
046FH - 0470H	Jump if the character to be displayed in register A is a graphic character or space compression code.
0471H - 0472H	Check to see if the character to be displayed in register A is an alphabetic character.
0473H - 0474H	Jump if the character to be displayed in register A is a nonalphabetic character.
0475H - 0476H	Adjust the alphabetic character in register A so that it will be in the range of from 0 to 25.
0477H - 0478H	Check to see if the character to be displayed in register A is a lower case character.
0479H - 047AH	Jump if the character to be displayed in register A isn't lower case.
047BH - 047CH	Convert the lower case character in register A to upper case.
047DH - 047FH	Go display the character in register A.
0480H	Load register A with the MSB of the current cursor position in register H.
0481H - 0482H	Mask the value in register A so that it will be in the range of video memory.
0483H - 0484H	Make sure that the value in register A will point to video memory.
0485H	Load register H with the updated value in register A.

0486H	Load register D with the value at the location of the current cursor position in register pair HL.
0487H - 0489H	Load register A with the cursor on/off flag at the location of the video device control block pointer in register pair IX plus five.
048AH	Check to see if the cursor is on or off.
048BH - 048CH	Jump if the cursor is off.
048DH - 048FH	Save the character being displayed in register D as the cursor on/off flag at the location of the video device control block pointer in register pair IX plus five.
0490H - 0491H	Display the cursor character at the current location of the cursor in register pair HL.
0492H - 0494H	Save the LSB of the current cursor position in register L at the location of the video device control block in register pair IX plus three.
0495H - 0497H	Save the MSB of the current cursor position in register H at the location of the video device control block in register pair IX plus four.
0498H	Load register A with the character that was displayed in register C.
0499H	Return.
049AH - 049CH	Load register A with the cursor on/off flag.
049DH	Check to see if the cursor is on or off.
049EH	Return if the cursor is on.
049FH	Load register A with the character at the location of the current cursor position in register pair HL.
04A0H	Return.
04A1H	Load register A with the LSB of the current position in register L.
04A2H - 04A3H	Mask the value in register A so that it will point to the beginning of the line.
04A4H	Load register L with the updated value in register A.
04A5H	Return.
04A6H - 04A7H	Check to see if the character to be displayed in register A is a space compression character.

04A8H - 04A9H Jump if the character to be displayed in register A isn't a space compression character.
 04AAH - 04ABH Adjust the value in register A so that it will hold the number of spaces to be displayed.
 04ACH - 04ADH Jump if there aren't any spaces to be displayed.
 04AEH Load register B with the number of spaces to be displayed in register A.
 04AFH - 04B0H Load register A with a space character.
 04B1H - 04B3H Go display the character in register A.
 04B4H - 04B5H Loop till all of the spaces have been displayed.
 04B6H - 04B7H Jump.
 04B8H Load register A with the character being displayed at the location of the current cursor position in register pair HL.
 04B9H - 04BBH Save the value in register A as the cursor on/off flag at the location of the video device control block pointer in register pair IX plus five.
 04BCH Return.
 04BDH Zero register A.
 04BEH - 04BFH Jump.
 04C0H - 04C2H Load register pair HL with the starting address of video memory.
 04C3H - 04C5H Load register A with the 32/64 character per line flag.
 04C6H - 04C7H Adjust the value in register A for 64 characters per line.
 04C8H - 04CAH Save the value in register A as the 32/64 character per line flag.
 04CBH - 04CCH Send the value in register A out the cassette port.
 04CDH Return.
 04CEH Decrement the current cursor position in register pair HL.
 04CFH - 04D1H Load register A with the 32/64 character per line flag.
 04D2H - 04D3H Check to see if it's 32 or 64 characters per line.

04D4H - 04D5H	Jump if it's 64 characters per line.
04D6H	Decrement the current cursor position in register pair HL.
04D7H - 04D8H	Display a space character at the location of current cursor position in register pair HL.
04D9H	Return.
04DAH - 04DCH	Load register A with the 32/64 character per line flag.
04DDH - 04DEH	Check to see if it's 32 or 64 characters per line.
04DFH - 04E1H	Go if it's 32 characters per line.
04E2H	Load register A with the LSB of the current cursor position in register L.
04E3H - 04E4H	Mask the value in register A.
04E5H	Decrement the current cursor position in register pair HL.
04E6H	Return if still on the same line.
04E7H - 04E9H	Load register pair DE with the length of a line on the video display.
04EAH	Add the length of a line on the video display in register pair DE to the current cursor position in register pair HL.
04EBH	Return.
04ECH	Bump the current cursor position in register pair HL.
04EDH	Load register A with the LSB of the current cursor position in register L.
04EEH - 4EFH	Check to see if the cursor is still on the same line.
04FOH	Return if the cursor is still on the same line.
04F1H - 04F3H	Load register pair DE with a negative length of a line on the video display.
04F4H	Add the negative length of a line on the video display in register pair DE to the current cursor position in register pair HL.
04F5H	Return.

04F6H - 04F8H	Load register A with the 32/64 character per line flag.
04F9H - 04FAH	Adjust the value in register A for 32 characters per line.
04FBH - 04FDH	Save the value in register A as the 32/64 character per line flag.
04FEH - 04FFH	Send the value in register A out the cassette port.
0500H	Bump the current cursor position in register pair HL.
0501H	Load register A with the LSB of the current cursor position in register L.
0502H - 0503H	Make the value in register A an even value.
0504H	Load register L with the updated value in register A.
0505H	Return.
0506H - 0508H	Load register pair DE with the return address.
0509H	Save the return address in register pair DE on the stack.
050AH - 050BH	Check to see if the character in register A is a backspace and erase character.
050CH - 050DH	Jump if the character to be displayed in register A is a backspace cursor and erase character.
050EH - 050FH	Check to see if the character in register A is less than a line feed character.
0510H	Return if the character to be displayed in register A is less than a line feed character.
0511H - 0512H	Check to see if the character to be displayed in register A is less than or equal to a turn on the cursor character.
0513H - 0514H	Jump if the character to be displayed in register A is less than a turn on the cursor character so that a carriage return will be displayed.
0515H - 0516H	Jump if the character to be displayed in register A is a turn on the cursor character.
0517H - 0518H	Check to see if the character in register A is a turn off the cursor character.
0519H - 051AH	Jump if the character to be displayed in register A is a turn off the cursor character.

- 051BH - 051CH Check to see if the character to be displayed in register A is a turn on the 32 character per line mode character.
- 051DH - 051EH Jump if the character to be displayed in register A is a turn on the 32 character per line mode character.
- 051FH - 0520H Check to see if the character to be displayed in register A is a left arrow character.
- 0521H - 0522H Jump if the character to be displayed in register A is a left arrow character.
- 0523H - 0524H Check to see if the character to be displayed in register A is a right arrow character.
- 0525H - 0526H Jump if the character to be displayed in register A is a right arrow character.
- 0527H - 0528H Check to see if the character to be displayed in register A is a down arrow character.
- 0529H - 052AH Jump if the character to be displayed in register A is a down arrow character.
- 052BH - 052CH Check to see if the character to be displayed in register A is an up arrow character.
- 052DH - 052EH Jump if the character to be displayed in register A is an up arrow character.
- 052FH - 0530H Check to see if the character to be displayed in register A is a home the cursor character.
- 0531H - 0532H Jump if the character to be displayed in register A is a home the cursor character.
- 0533H - 0534H Check to see if the character to be displayed in register A is a backspace to the beginning of the line character.
- 0535H - 0537H Jump if the character to be displayed in register A is a backspace to the beginning of the line character.
- 0538H - 0539H Check to see if the character to be displayed in register A is an erase to the end of the line character.
- 053AH - 053BH Jump if the character to be displayed in register A is an erase to the end of the line character.
- 053CH - 053DH Check to see if the character to be displayed in register A is an erase to the end of the screen character.
- 053EH - 053FH Jump if the character to be displayed in register A is an erase to the end of the screen character.

0540H	Return if the character to be displayed isn't any of the above control codes.
0541H	Display the character in register A at the location of the current cursor position in register pair HL.
0542H	Bump the current cursor position in register pair HL.
0543H - 0545H	Load register A with the 32/64 character per line flag.
0546H - 0547H	Check to see if it's 32 or 64 characters per line.
0548H - 0549H	Jump if it's 64 characters per line.
054AH	Bump the current cursor position in register pair HL.
054BH	Load register A with the MSB of the current cursor position in register H.
054CH - 054DH	Check to see if the end of video memory plus one has been reached.
054EH	Return if the end of video memory plus one hasn't been reached.
054FH - 0551H	Load register pair DE with a negative length of a line on the video display.
0552H	Add the negative length of a line on the video display in register pair DE to the current cursor position in register pair HL.
0553H	Save the current cursor position in register pair HL on the stack.
0554H - 0556H	Load register pair DE with the starting address of video memory.
0557H - 0559H	Load register pair HL with the starting address of the second line of the video memory.
055AH	Save the value in register pair BC on the stack.
055BH - 055DH	Load register pair BC with the length of video memory to be moved.
0553H - 055FH	Move the last fifteen lines of video memory to the first fifteen lines of video memory.
0560H	Get the value from the stack and put it in register pair BC.
0561H	Load register pair HL with the starting address of the sixteenth line of video memory.

0562H - 0563H	Jump.
0564H	Load register A with the LSB of the current cursor position in register L.
0565H - 0566H	Adjust the value in register A so that it's the start of the current line.
0567H	Load register L with the updated value in register A.
0568H	Save the current cursor position in register pair HL on the stack.
0569H - 056BH	Load register pair DE with the length of a line on the video display.
056CH	Add the length of a line on the video display in register pair DE to the current cursor position in register pair HL.
056DH	Load register A with the MSB of the current cursor position in register H.
056EH - 056FH	Check to see if the end of video memory plus one has been reached.
0570H - 0571H	Jump if the end of video memory plus one has been reached.
0572H	Get the cursor position from the stack and put it in register pair DE.
0573H	Save the new cursor position in register pair HL on the stack.
0574H	Load register D with the MSB of the current cursor position in register H.
0575H	Load register A with the LSB of the current cursor position in register L.
0576H - 0577H	Mask the value in register A.
0578H	Save the updated value in register A in register E.
0579H	Bump the adjusted cursor position in register pair DE.
057AH - 057BH	Jump.
057CH	Save the cursor position in register pair HL on the stack.
057DH - 057FH	Load register pair DE with the end of video memory plus one.

0580H - 0581H	Display a space at the video memory pointer in register pair HL.
0582H	Bump the video memory pointer in register pair HL.
0583H	Load register A with the MSB of the video memory pointer in register H.
0584H	Check to see if the MSB of the video memory pointer in register A is the same as the MSB of the ending memory pointer in register D.
0585H - 0586H	Jump if the MSB of the video memory pointer in register A isn't the same as the MSB of the ending memory pointer in register D.
0587H	Load register A with the LSB of the video memory pointer in register L.
0588H	Check to see if the LSB of the video memory pointer in register A is the same as the LSB of the ending memory pointer in register E.
0589H - 058AH	Jump if the LSB of the video memory pointer in register A isn't the same as the LSB of the ending memory pointer in register E.
058BH	Get the current cursor position from the stack and put it in register pair HL.
058CH	Return.
058DH - 05D8H	PRINTER DRIVER
058DH	Load register A with the character to be sent to the printer in register C.
058EH	Check to see if the character to be sent to the printer is equal to zero.
058FH - 0590H	Jump if the character to be sent to the printer in register A is equal to zero.
0591H - 0592H	Check to see if the character to be sent to the printer in register A is a skip to the top of the form character.
0593H - 0594H	Jump if the character to be sent to the printer in register A is a skip to the top of the form character.
0595H - 0596H	Check to see if the character to be sent to the printer in register A is a conditional skip to the top of the form character.
0597H - 0598H	Jump if the character to be sent to the printer in

register A isn't a conditional skip to the top of the form character.

- 0599H Zero register A.
- 059AH - 059CH Check to see if the number of lines per page at the location of the printer device control block pointer in register pair IX plus three is the same as the value in register A.
- 059DH - 059EH Jump if the number of lines per page at the location of the printer device control block pointer in register pair IX plus three is the same as the value in register A.
- 059FH - 05A1H Load register A with the number of lines per page at the location of the printer device control block in register pair IX plus three.
- 05A2H - 05A4H Subtract the lines printed so far at the location of the printer device control block pointer in register pair IX plus four from the number of lines per page in register A.
- 05A5H Load register B with the number of lines to skip.
- 05A6H - 05A8H Go check the printer status.
- 05A9H - 05AAH Loop until the printer is ready.
- 05ABH - 05ACH Load register A with a line feed character.
- 05ADH - 05AFH Send the value in register A to the printer.
- 05B0H - 05B1H Loop until all of the lines have been skipped.
- 05B2H - 05B3H Jump.
- 05B4H Save the character to be sent to the printer in register A on the stack.
- 05B5H - 05B7H Go check the printer status.
- 05B8H - 05B9H Loop until the printer is ready.
- 05BAH Get the character to be sent to the printer from the stack and put it in register A.
- 05BBH - 05BDH Send the character in register A to the printer.
- 05BEH - 05BFH Check to see if the character sent to the printer was a carriage return.
- 0500H Return if the character sent to the printer in register A isn't a carriage return.

05C1H - 05C3H	Bump the number of lines printed so far at the location of the printer device control block pointer in register pair IX plus four.
05C4H - 05C6H	Load register A with the number of lines printed so far at the location of the printer device control block pointer in register pair IX plus four.
05C7H - 05C9H	Check to see if the number of lines printed so far in register A is the same as the number of lines per page at the location of the printer device control block pointer in register pair IX plus three.
05CAH	Load register A with the character sent to the printer in register C.
05CBH	Return if the number of lines printed so far isn't the same as the number of lines per page.
05CCH - 05CFH	Zero the number of lines printed so far at the location of the printer device control block pointer in register pair IX plus four.
05D0H	Return.
05D1H - 05D3H	Get the value from the printer and put it in register A.
05D4H - 05D5H	Mask the value in register A.
05D6H - 05D7H	Check to see if the printer is ready.
05D8H	Return.
05D9H - 0673H	INPUT ROUTINE
05D9H	Save the start of the input buffer area pointer in register pair HL on the stack.
05DAH - 05DBH	Load register A with a turn on the cursor character.
05DCH - 05DEH	Go turn on the cursor.
05DFH	Load register C with the size of the input buffer in register B.
05E0H - 05E2H	Go wait till a key is pressed.
05E3H - 05E4H	Check to see if the key that was pressed in register A is greater than a space.
05E5H - 05E6H	Jump if the key that was pressed in register A is greater than or equal to a space.
05E7H - 05E8H	Check to see if the key that was pressed in register A is a carriage return.

05E9H - 05EBH	Jump if the key that was pressed in register A is a carriage return.
05ECH - 05EDH	Check to see if the key that was pressed in register A is the CLEAR key.
05EEH - 05EFH	Jump if the key that was pressed in register A is the CLEAR key.
05F0H - 05F1H	Check to see if the key that was pressed in register A is the BREAK key.
05F2H - 05F3H	Jump if the key that was pressed in register A is the BREAK key.
05F4H - 05F6H	Load register pair DE with the return address.
05F7H	Save the return address in register pair DE on the stack.
05F8H - 05F9H	Check to see if the key that was pressed in register A is a backspace the cursor and erase character.
05FAH - 05FBH	Jump if the key was pressed in register A is a backspace the cursor and erase character.
05FCH - 05FDH	Check to see if the key that was pressed in register A is a backspace character.
05FEH - 05FFH	Jump if the key that was pressed in register A is a backspace character.
0600H - 0601H	Check to see if the key that was pressed in register A is a tab character.
0602H - 0603H	Jump if the key that was pressed in register A is a tab character.
0604H - 0605H	Check to see if the key that was pressed in register A is a turn on the 32 character per line mode character.
0606H - 0607H	Jump if the key that was pressed in register A is a turn on the 32 character per line mode character.
0608H - 0609H	Check to see if the key that was pressed in register A is a line feed character.
060AH	Return if the key that was pressed in register A isn't a line feed character.
060BH	Get the return address from the stack and put it in register pair DE.
060CH	Save the key that was pressed in register A at the location of the input buffer pointer in register pair HL.

060DH	Load register A with the length of the buffer remaining in register B.
060EH	Check to see if there is anymore of the input buffer remaining.
060FH - 0610H	Jump if the end of the input buffer has been reached.
0611H	Load register A with the value at the location of the input buffer pointer in register pair HL.
0612H	Bump the input buffer pointer in register pair HL.
0613H - 0615H	Go display the character in register A.
0616H	Decrement the number of bytes remaining in the input buffer area in register B.
0617H - 0618H	Jump.
0619H - 061BH	Go clear the screen.
061CH	Load register B with the length of the input buffer in register C.
061DH	Get the starting address for the input buffer area from the stack and put it in register pair HL.
061EH	Save the starting address for the input buffer area in register pair HL on the stack.
061FH - 0621H	Jump.
0622H - 0624H	Go back up the input buffer pointer in register pair HL if necessary.
0625H	Decrement the input buffer pointer in register pair HL.
0626H	Load register A with the character at the location of the input buffer pointer in register pair HL.
0627H	Bump the input buffer pointer in register pair HL.
0628H - 0629H	Check to see if the character in register A is a line feed character.
062AH	Return if the character in register A is a line feed character.
062BH	Load register A with the number of bytes remaining in the input buffer area in register B.
062CH	Check to see if the number of characters remaining in the input buffer area in register A is the same as the length of the input buffer area in register C.

062DH - 062EH Jump if there are characters in the buffer.

062FH Return if the buffer is empty.

0630H Load register A with the number of bytes remaining in the input buffer area in register B.

0631H Check to see if the number of characters remaining in the input buffer area in register A is the same as the length of the input buffer area in register C.

0632H Return if the input buffer area is empty.

0633H Decrement the input buffer area pointer in register pair HL.

0634H Load register A with the character at the location of the input buffer area pointer in register pair HL.

0635H - 0636H Check to see if the character in register A is a line feed character.

0637H Bump the input buffer area pointer in register pair HL.

0638H Return if the character in register A is a line feed character.

0639H Decrement the input buffer area pointer in register pair HL.

063AH - 063BH Load register A with a backspace the cursor and erase character.

063CH - 063EH Go backspace the cursor.

063FH Bump the number of characters remaining in the input buffer area in register B.

0640 Return.

0641H - 0642H Load register A with the turn on the 32 character per line mode character.

0643H - 0645H Go turn on the 32 character per line mode.

0646H - 0648H Go get the cursor line position and return with it in register A.

0649H - 064AH Mask the cursor line position in register A.

064BH Complement the value in register A.

064CH Bump the value in register A.

064DH - 064EH Adjust the value in register A so that it will hold the number of spaces to add.

064FH	Load register E with the number of spaces to be added in register A.
0650H	Load register A with the number of bytes remaining in the input buffer area in register B.
0651H	Check to see if there are no more bytes to be added.
0652H	Return if the input buffer is full.
0653H - 0654H	Load register A with a space character.
0655H	Save the space character in register A at the location of the input buffer area pointer in register pair HL.
0656H	Bump the input buffer area pointer in register pair HL.
0657H	Save the value in register pair DE on the stack.
0658H - 065AH	Go display the space character in register A.
065BH	Get the value from the stack and put it in register pair DE.
065CH	Decrement the number of bytes remaining in the input buffer area in register B.
065DH	Decrement the number of spaces to be added in register E.
065EH	Return if the number of spaces has been added to the input buffer.
065FH - 0660H	Loop till all the spaces have been added to the input buffer.
0661H	Set the Carry flag.
0662H	Save the value in register pair AF on the stack.
0663H - 0664H	Load register A with a carriage return character.
0665H	Save the carriage return character in register A at the location of the input buffer area pointer in register pair HL.
0666H - 0668H	Go display the carriage return character in register A.
0669H - 066AH	Load register A with a turn off the cursor character.
066BH - 066DH	Go display the turn off the cursor character in register A.
066EH	Load register A with the length of the input in register C.

066FH	Subtract the number of bytes remaining in the input buffer area in register B from the length of the input buffer area in register A.
0670H	Load register B with the number of characters in the input buffer area in register A.
0671H	Get the value from the stack and put it in register pair AF.
0672H	Get the starting address of the input buffer area from the stack and put it in register pair HL.
0673H	Return.
0674H - 06D1H	INITIALIZATION ROUTINE
0674H - 0675H	Send the zero in register A out the cassette port.
0676H - 0678H	Load register pair HL with the starting address of the ROM area to be moved to RAM.
0679H - 067BH	Load register pair DE with the starting address to move the data to in RAM.
067CH - 067EH	Load register pair BC with the length of the ROM area to be moved.
067FH - 0680H	Move the ROM area to RAM.
0681H	Decrement the value in register A.
0682H	Decrement the value in register A.
0683H - 0684H	Loop till register A is zero.
0685H - 0686H	Load register B with the number of bytes of memory to be zeroed.
0687H	Save the zero in register A at the location of the memory pointer in register pair DE.
0688H	Bump the memory pointer in register pair DE.
0689H - 068AH	Loop till all of the memory locations have been zeroed.
068BH - 068DH	Load register A with the location of keyboard memory for the BREAK key.
068EH - 068FH	Check to see if the BREAK key is being pressed.
0690H - 0692H	Jump if the BREAK key is not being pressed.
0693H - 0695H	Set the stack pointer to 407DH.

0696H - 0698H	Load register A with the status of the disk controller.
0699H	Bump the value in register A.
069AH - 069BH	Check to see if the disk controller is present.
069CH - 069EH	Jump if the disk controller isn't present.
069FH - 06A0H	Load register A with the drive to turn on.
06A1H - 06A3H	Turn on drive 0.
06A4H - 06A6H	Load register pair HL with the address of the disk command/status register.
06A7H - 06A9H	Load register pair DE with the address of the disk data register.
06AAH - 06ABH	Load the disk command register with the command to position the head to track 0.
06ACH - 06AEH	Load register pair BC with the delay count.
06AFH - 06B1H	Go delay.
06B2H - 06B3H	Check to see if the disk is busy.
06B4H - 06B5H	Loop till the disk is no longer busy.
06B6H	Zero register A.
06B7H - 06B9H	Save the value in register A in the disk sector register.
06BAH - 06BCH	Load register pair BC with the address in memory to place the sector read.
06BDH - 06BEH	Load register A with the command to read the sector.
06BFH	Put the command in register A in the disk command register.
06C0H - 06C1H	Check to see if there is data available.
06C2H - 06C3H	Loop till there is data available.
06C4H	Load register A with the byte read from the disk.
06C5H	Save the value in register A at the location of the memory pointer in register pair BC.
06C6H	Bump the LSB of the memory pointer in register C.
06C7H - 06C8H	Loop till the whole of the sector has been read.

06C9H - 06CBH Jump to the TRSDOS loader routine just loaded.

06CCH - 06CEH Load register pair BC with the starting address of the Level II BASIC READY routine.

06CFH - 06D1H Jump.

06D2H - 0707H **ROM STORAGE LOCATION FOR DATA TO BE MOVED TO RAM BY THE INITIALIZATION PROCESS.**

0708H - 070AH Load register pair HL with the starting address of a single precision value stored in ROM.

070BH - 070FH **SINGLE PRECISION ADDITION, $REG1 = (HL) + REG1$**

070BH - 070DH Load the single precision value pointed to by register pair HL into register pairs BC and DE.

070EH - 070FH Jump.

0710H - 0712H **SINGLE PRECISION SUBTRACTION, $REG1 = (HL) - REG1$**

0710H - 0712H Go load the single precision value pointed to by register pair HL into register pairs BC and DE.

0713H - 0715H **SINGLE PRECISION SUBTRACTION, $REG1 = BCDE - REG1$**

0713H - 0715H Go reverse the sign of the single precision value in register pairs BC and DE.

0716H - 0752H **SINGLE PRECISION ADDITION, $REG1 = BCDE + REG1$**

0716H Load register A with the exponent of the single precision value in register B.

0717H Check to see if the single precision value in register pairs BC and DE is equal to zero.

0718H Return if the single precision value in register pairs BC and DE is equal to zero.

0719H - 071BH Load register A with the exponent of the single precision value in REG1.

071CH Check to see if the single precision value in REG1 is equal to zero.

071DH - 071FH Jump if the single precision value in REG1 is equal to zero.

0720H Subtract the value of the exponent for the single

precision value in register B from the value of the exponent for the single precision value in REG1 in register A.

- 0721H - 0722H Jump if the single precision value in register pairs BC and DE is smaller than the single precision value in REG1.
- 0723H Adjust the difference in the exponents in register A so that it is positive.
- 0724H Bump the difference in the exponents in register A so that it will be the correct positive number.
- 0725H Load register pair HL with the 16-bit value in register pair DE.
- 0726H - 0728H Go put the single precision value in REG1 on the stack.
- 0729H Load register pair DE with the 16-bit value in register pair HL.
- 072AH - 072CH Go put the single precision value in register pairs BC and DE into REG1.
- 072DH Get the 16-bit value from the stack and put it in register pair BC.
- 072EH Get the 16-bit value from the stack and put it in register pair DE.
- 072FH - 0730H Check to see if the difference in the exponents in register A is greater than 18H.
- 0731H Return if the difference in the exponents is too great.
- 0732H Save the difference in the exponents in register A on the stack.
- 0733H - 0735H Set the sign bits for the single precision values and return with the equality of the sign bits in register A.
- 0736H Load register H with the equality of the sign bits in register A.
- 0737H Get the difference of the exponents from the stack and put it in register A.
- 0738H - 073AH Go shift the single precision value in register pairs BC and DE till it lines up with the single precision value in REG1.
- 073BH Check to see if the sign bits are equal.
- 073CH - 073EH Load register pair HL with the starting address of REG1.

073FH - 0741H Jump if the signs aren't equal.

0742H - 0744H Go add the single precision value in BCDE to the single precision value in REG1.

0745H - 0747H Jump if the exponent remains unchanged.

0748H Bump the memory pointer in register pair HL, so that it points to the exponent in REG1.

0749H Bump the exponent in REG1 at the location of the memory pointer in register pair HL.

074AH - 074CH Go to the Level II BASIC error routine and output an OV ERROR message if the exponent in REG1 is too large.

074DH - 074EH Load register L with the number of bits to shift the single precision result in register pairs BC and DE.

074FH - 0751H Go shift the single precision result in register pairs BC and DE.

0752 - 0753H Jump.

0754H - 077CH **SINGLE PRECISION MATH ROUTINE**

0754H Zero register A.

0755H Subtract the 8-bit value in register B from the value in register A.

0756H Load register B with the result in register A.

0757H Load register A with the value at the memory pointer in register pair HL.

0758H Subtract the value in register E from the value in register A.

0759H Load register E with the result in register A.

075AH Bump the memory pointer in register pair HL.

075BH Load register A with the value at the location of the memory pointer in register pair HL.

075CH Subtract the value in register D from the value in register A.

075DH Load register D with the result in register A.

075EH Bump the memory pointer in register pair HL.

075FH Load register A with the value at the location of the memory pointer in register pair HL.

0760H	Subtract the value in register C from the value in register A.
0761H	Load register C with the result in register A.
0762H - 0764H	If the Carry flag is set, go convert the single precision value to a positive number.
0765H	Load register L with the exponent of the original value in register pairs BC and DE.
0766H	Load register H with the LSB of the single precision value in register E.
0767H	Zero register A.
0768H	Load register B with the new exponent in register A.
0769H	Load register A with the MSB of the single precision value in register C.
076AH	Check to see if the value in register A is equal to zero.
076BH - 076CH	Jump if the MSB of the single precision value is nonzero.
076DH	Shift the NMSB into the MSB by loading register C with the value in register D.
076EH	Shift the LSB into the NMSB by loading register D with the value in register H.
076FH	Load register H with the value in register L.
0770H	Load register L with the value in register A.
0771H	Load register A with the new exponent counter in register B.
0772H - 0773H	Subtract the number of bits just shifted from the new exponent counter in register A.
0774H - 0775H	Check to see if three bytes have been shifted.
0776H - 0777H	Loop till shift is completed.
0778H	Zero register A.
0779H - 077BH	Save the value in register A as the exponent of the single precision result in REG1.
077CH	Return with a single precision value of zero in REG1.
077DH - 07A7H	SINGLE PRECISION MATH ROUTINE

077DH	Decrement the new exponent counter in register B.
077EH	Shift the 16-bit value in register pair HL left one bit.
077FH	Load register A with the NMSB in register D.
0780H	Shift the NMSB in register A left one bit and shift a bit from register pair HL if necessary.
0781H	Save the adjusted NMSB in register A into register D.
0782H	Load register A with the MSB in register C.
0783H	Shift the MSB in register A left one bit and shift a bit from register D if necessary.
0784H	Load register C with the adjusted value in register A.
0785H - 0787H	Loop till the most significant bit of the single precision value is equal to one.
0788H	Load register A with the new exponent counter in register B.
0789H	Load register E with the LSB of the single precision value in register H.
078AH	Load register B with the value in register L.
078BH	Check to see if there were any bits shifted.
078CH - 078DH	Jump if there weren't any bits shifted.
078EH - 0790H	Load register pair HL with the address of the exponent in REG1.
0791H	Add the value of the original exponent at the location of the memory pointer in register pair HL to the number of bits shifted in register A.
0792H	Save the new exponent in register A at the location of the memory pointer in register pair HL.
0793H - 0794H	Jump if exponent is too small.
0795H	Return if exponent is equal to zero.
0796H	Load register A with the LSB of the single precision value in register B.
0797H - 0799H	Load register pair HL with the address of the exponent in REG1.
079AH	Check to see if the most significant bit of the value in register A is set.

079BH - 079DH	Go check for overflow if the most significant bit in the value in register A is set.
079EH	Load register B with the exponent at the location of the memory pointer in register pair HL.
079FH	Bump the memory pointer in register pair HL.
07A0H	Load register A with the value of the sign at the location of the memory pointer in register pair HL.
07A1H - 07A2H	Mask the sign bit in register A.
07A3H	Set the sign bit in register A.
07A4H	Load register C with the adjusted MSB of the single precision value in register A.
07A5H - 07A7H	Jump.
07A8H - 07B6H	SINGLE PRECISION MATH ROUTINE
07A8H	Bump the LSB of the single precision value in register E.
07A9H	Return if the adjusted LSB of the single precision value in register E is nonzero.
07AAH	Bump the NMSB of the single precision value in register D.
07ABH	Return if the adjusted NMSB of the single precision value in register D is nonzero.
07ACH	Bump the MSB of the single precision value in register C.
07ADH	Return if the adjusted MSB of the single precision value in register C is nonzero.
07AEH - 07AFH	Adjust the MSB of the single precision value in register C.
07B0H	Bump the exponent of the single precision value at the location of the memory pointer in register pair HL.
07B1H	Return if the adjusted exponent of the single precision value at the location of the memory pointer in register pair HL is nonzero.
07B2H - 07B3H	Load register E with an OV ERROR code.
07B4H - 07B6H	Go to the Level II BASIC error routine and display an OV ERROR message if the value has overflowed.

07B7H - 07C2H SINGLE PRECISION MATH ROUTINE

- 07B7H** Load register A with the LSB of the single precision value at the location of the memory pointer in register pair HL.
- 07B8H** Add the LSB of the single precision value in register E to the LSB of the single precision value in register A.
- 07B9H** Load register E with the result in register A.
- 07BAH** Bump the memory pointer in register pair HL.
- 07BBH** Load register A with the NMSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
- 07BCH** Add the NMSB of the single precision value in register D to the NMSB of the single precision value in register A.
- 07BDH** Load register D with the result in register A.
- 07BEH** Bump the memory pointer in register pair HL.
- 07BFH** Load register A with the MSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
- 07C0H** Add the MSB of the single precision value in register C to the MSB of the single precision value in register A.
- 07C1H** Load register C with the result in register A.
- 07C2H** Return.

07C3H - 07D6H SINGLE PRECISION MATH ROUTINE

- 07C3H - 07C5H** Load register pair HL with the address of the sign flag storage location.
- 07C6H** Load register A with the value of the sign flag at the location of the memory pointer in register pair HL.
- 07C7H** Complement the sign flag in register A.
- 07C8H** Save the adjusted sign flag in register A at the location of the memory pointer in register pair HL.
- 07C9H** Zero register A.
- 07CAH** Load register L with the value in register A.
- 07CBH** Figure the negative value for register B by sub-

	tracting the current value in register B from the value in register A.
07CCH	Save the adjusted value in register A in register B.
07CDH	Load register A with zero.
07CEH	Figure the negative LSB of the single precision value in register E by subtracting the current LSB of the single precision value in register E from the value in register A.
07CFH	Load register E with the adjusted LSB of the single precision value in register A.
07D0H	Load register A with zero.
07D1H	Figure the negative NMSB of the single precision value in register D by subtracting the current NMSB of the single precision value in register D from the value in register A.
07D2H	Load register D with the adjusted NMSB of the single precision value in register A.
07D3H	Load register A with zero.
07D4H	Figure the negative MSB of the single precision value in register C by subtracting the current MSB of the single precision value in register C from the value in register A.
07D5H	Load register C with the adjusted MSB of the single precision value in register A.
07D6H	Return.
07D7H - 07F7H	SINGLE PRECISION MATH ROUTINE
07D7H - 07D8H	Load register B with zero.
07D9H - 07DAH	Check to see if the shift counter in register A still indicates at least 8 bits have to be shifted.
07DBH - 07DCH	Jump if less than 8 bits are left to be shifted.
07DDH	Load register B with the LSB of the single precision value in register E.
07DEH	Load register E with the NMSB of the single precision value in register D.
07DFH	Load register D with the MSB of the single precision value in register C.
07E0H - 07E1H	Load register C with zero.

07E2H - 07E3H	Loop till there is less than 8 bits left to be shifted.
07E4H - 07E5H	Adjust the shift counter in register A to its correct value.
07E6H	Load register L with the shift counter in register A.
07E7H	Zero register A.
07E8H	Decrement the shift counter in register L.
07E9H	Return if there are no more bits to be shifted.
07EAH	Load register A with the MSB of the single precision value in register C.
07EBH	Shift the MSB of the single precision value in register A one place to the right.
07ECH	Load register C with the adjusted MSB of the single precision value in register A.
07EDH	Load register A with the NMSB of the single precision value in register D.
07EEH	Shift the NMSB of the single precision value in register A one place to the right and pick up the value of the Carry flag.
07EFH	Load register D with the adjusted NMSB of the single precision value in register A.
07F0H	Load register A with the LSB of the single precision value in register E.
07F1H	Shift the LSB of the single precision value in register A one place to the right and pick up the value of the Carry flag.
07F2H	Load register E with the adjusted LSB of the single precision value in register A.
07F3H	Load register A with the value in register B.
07F4H	Shift the value in register A one place to the right and pick up the value of the Carry flag.
07F5H	Load register B with the adjusted value in register A.
07F6H - 07F7H	Loop till all of the bits have been shifted.
07F8H - 07FBH	SINGLE PRECISION CONSTANT STORAGE LOCATION

07F8H - 07FBH	A single precision constant equal to 1.0 is stored here.
07FCH - 0808H	SINGLE PRECISION CONSTANTS STORAGE LOCATION
07FCH	The number of single precision constants which follows is stored here.
07FDH - 0800H	A single precision constant equal to .598978 is stored here.
0801H - 0804H	A single precision constant equal to .961471 is stored here.
0805H - 0808H	A single precision constant equal to 2.88539 is stored here.
0809H - 0846H	LEVEL II BASIC LOG ROUTINE
0809H - 080BH	Go check the sign of the single precision value in REG1.
080CH	Check to see if the single precision value in REG1 is negative or positive.
080DH - 080FH	Go the Level II BASIC error routine and display a FC ERROR message if the current single precision value in REG1 is negative.
0810H - 0812H	Load register pair HL with the address of the exponent in REG1.
0813H	Load register A with the exponent of the single precision value in REG1 at the location of the memory pointer in register pair HL.
0814H - 0816H	Load register BC with the exponent and the MSB of a single precision constant.
0817H - 0819H	Load register DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE are now equal to the single precision constant of .707107.
081AH	Subtract the exponent in register B from the exponent of the x-value in register A.
081BH	Save the difference between the two exponents in register A on the stack.
081CH	Save the exponent in register B as the exponent of the x-value in REG1 at the location of the memory pointer in register pair HL.

081DH	Save the NMSB and the LSB of the single precision value in register pair DE on the stack.
081EH	Save the exponent and the MSB of the single value in register pair BC on the stack.
081FH - 0831H	Go add the x-value to the single precision constant in register pairs BC and DE and return with the result in REG1.
0822H	Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
0823H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
0824H	Multiply the single precision value in register pairs BC and DE by two by bumping the exponent in register B.
0825H - 0827H	Go divide the single precision value in register pairs BC and DE by the x-value in REG1 and return with the result in REG1.
0828H - 082AH	Load register pair HL with the starting address of a single precision constant.
082BH - 082DH	Go subtract the x-value in REG1 from the single precision constant of 1.0 at the location of the memory pointer in register pair HL and return with the result in REG1.
082EH - 0830H	Load register pair HL with the starting address of a storage location for single precision constants to be used for a series of computations.
0831H - 0833H	Go do a series of computations and return with the result in REG1.
0834H - 0836H	Load register BC with the exponent and the MSB of a single precision constant.
0837H - 0839H	Load register pair DE with the NMSB and the LSB of a single precision. Register pairs BC and DE are now equal to a single precision of -0.5 .
083AH - 083CH	Go add the x-value in REG1 to the single precision constant in register pairs BC and DE and return with the result in REG1.
083DH	Get the difference between the two original exponents from the stack and put it in register A.
083EH - 0840H	Go convert the value in register A to a single precision number and add it to the x-value in REG1.

Return with the result in REG1.

- 0841H - 0843H Load register pair BC with the exponent and the MSB of a single precision constant.
- 0844H - 0846H Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE are now equal to a single precision value of 0.693147.
- 0847H - 0891H **SINGLE PRECISION MULTIPLICATION, REG1 = BCDE * REG1**
- 0847H - 0849H Go check to see if the single precision value in REG1 is equal to zero.
- 084AH Return if the single precision value in REG1 is equal to zero.
- 084BH - 084CH Load register L with a bit mask.
- 084DH - 084FH Go check for possible overflow and the single precision value in register pairs BC and DE equal to zero.
- 0850H Load register A with the single precision value's MSB in register C.
- 0851H - 0853H Save the MSB of the single precision value in register A at memory location 414FH.
- 0854H Load register pair HL with the NMSB and the LSB of the single precision value in register pair DE.
- 0855H - 0857H Save the NMSB and the LSB of the single precision value in register pair HL at memory locations 4150H and 4151H.
- 0858H - 085AH Load register pair BC with zero.
- 085BH Load register D with the value in register B.
- 085CH Load register E with the value in register B.
- 085DH - 085FH Load register pair HL with the return address.
- 0860H Save the return address in register pair HL on the stack.
- 0861H - 0863H Load register pair HL with the return address.
- 0864H Save the return address in register pair HL on the stack.
- 0865H Save the return address in register pair HL on the stack.

- 0866H - 0868H Load register pair HL with the starting address of the single precision value in REG1.
- 0869H Load register A with the LSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
- 085AH Bump the memory pointer in register pair HL.
- 085BH Check to see if the LSB of the single precision value in REG1 in register A is equal to zero.
- 086CH - 086DH Jump if the LSB of the single precision value in REG1 is equal to zero.
- 086EH Save the memory pointer in register HL on the stack.
- 086FH - 0870H Load register L with the bit shift counter.
- 0871H Shift the LSB of the single precision value in REG1 in register A one place to the right.
- 0872H Load register H with the adjusted LSB in register A.
- 0873H Load register A with the MSB of the single precision value in register C.
- 0874H - 0875H Jump if bit 0 in the LSB just shifted wasn't set.
- 0876H Save the value in register pair HL on the stack.
- 0877H - 0879H Load register pair HL with the NMSB and the LSB of the original value in register pairs BC and DE.
- 087AH Add the NMSB and the LSB of the total figured so far in register pair DE to the NMSB and the LSB of the original value in register pair HL.
- 087BH Load register pair DE with the adjusted total in register pair HL.
- 087CH Get the value from the stack and put it in register pair HL.
- 087DH - 087FH Load register A with the MSB of the original value in register pairs BC and DE.
- 0880H Add the MSB of the original value in register A to the MSB of the total figured so far in register C.
- 0881H Shift the adjusted MSB of the total in register A one place to the right.
- 0882H Load register C with the adjusted MSB of the total in register A.

0883H	Load register A with the NMSB of the total in register D.
0884H	Shift the NMSB of the total in register A one place to the right.
0885H	Load register D with the adjusted NMSB of the total in register A.
0886H	Load register A with the LSB of the total in register E.
0887H	Shift the LSB of the total in register A one place to the right.
0888H	Load register E with the adjusted LSB of the total in register A.
0889H	Load register A with the value in register B.
088AH	Shift the value in register A one place to the right.
088BH	Load register B with the adjusted value in register A.
088CH	Decrement the bit counter in register L.
088DH	Load register A with the LSB of the current value in register H.
088EH - 088FH	Loop till 8 bits have been shifted.
0890H	Get the memory pointer from the stack and put it in register pair HL.
0891H	Return.
0892H - 0896H	SINGLE PRECISION MATH ROUTINE
0892H	Load register B with the LSB of the single precision value in register E.
0893H	Load register E with the NMSB of the single precision value in register D.
0894H	Load register D with the MSB of the single precision value in register C.
0895H	Load register C with the value in register A.
0896H	Return.
0897H - 08A1H	SINGLE PRECISION MATH ROUTINE
0897H - 0899H	Go move the single precision value in REG1 onto the stack.

089AH - 089CH	Load register pair HL with the starting address of a single precision constant equal to 10.
089DH - 089FH	Go move the single precision value pointed to by register pair HL into REG1.
08A0H	Get the exponent and the MSB of the single precision value on the stack and put it in register pair BC.
08A1H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
08A2H - 0903H	SINGLE PRECISION DIVISION, REG1 = BCDE / REG1
08A2H - 08A4H	Go check to see if the single precision value in REG1 is equal to zero.
08A5H - 08A7H	Go to the Level II BASIC error routine and display an /0 ERROR message if the single precision value in REG1 is equal to zero.
08A8H - 08A9H	Load register L with a bit mask.
08AAH - 08ACH	Go adjust the exponent in REG1 for division.
08ADH	Bump the value of the exponent for the single precision value in REG1 at the location of the memory pointer in register pair HL.
08AEH	Bump the value of the exponent for the single precision value in REG1 at the location of the memory pointer in register pair HL.
08AFH	Decrement the value of the memory pointer in register pair HL.
08B0H	Load register A with the MSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
08B1H - 08B3H	Save the MSB of the single precision value in REG1 in register A at memory location 4089H.
08B4H	Decrement the value of the memory pointer in register pair HL.
08B5H	Load register A with the NMSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
08B6H - 08B8H	Save the NMSB of the single precision value in REG1 in register A at memory location 4085H.
08B9H	Decrement the value of the memory pointer in register pair HL.

08BAH	Load register A with the LSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.
08BBH - 08BDH	Save the LSB of the single precision value in REG1 in register A at memory location 4081H.
08BEH	Load register B with the MSB of the single precision value in register C.
08BFH	Load register pair HL with the NMSB and the LSB of the single precision value in register pair DE.
08C0H	Zero register A.
08C1H	Zero the MSB of the total by loading register C with the value in register A.
08C2H	Zero the NMSB of the total by loading register D with the value in register A.
08C3H	Zero the LSB of the total by loading register E with the value in register A.
08C4H - 08C6H	Zero memory location 408CH.
08C7H	Save the NMSB and LSB of the dividend in register pair HL on the stack.
08C8H	Save the MSB of the dividend in register B on the stack.
08C9H	Load register A with the LSB of the dividend in register L.
08CAH - 08CCH	Go to the Level II BASIC division routine.
08CDH - 08CEH	Adjust the flags.
08CFH	Invert the Carry flag.
08D0H - 08D1H	Jump if not done.
08D2H - 08D4H	Save the value in register A at memory location 408CH.
08D5H	Get the value from the stack and put it in register pair AF.
08D6H	Get the value from the stack and put it in register pair AF.
08D7H	Set the Carry flag.
08D9H	Get the value from the stack and put it in register pair BC.

08DAH	Get the value from the stack and put it in register pair HL.
08DBH	Load register A with the MSB of the total in register C.
08DCH	Bump the MSB of the total in register A.
08DDH	Decrement the MSB of the total in register A.
08DEH	Shift the MSB of the total in register A one place to the right.
08DFH - 08E1H	Jump if done.
08E2H	Reset the Carry flag.
08E3H	Load register A with the LSB of the total in register E.
08E4H	Multiply the LSB of the total in register A by two.
08E5H	Load register E with the adjusted LSB of the total in register A.
08E6H	Load register A with the NMSB of the total in register D.
08E7H	Multiply the NMSB of the total in register A by two.
08E8H	Load register D with the adjusted NMSB of the total in register A.
08E9H	Load register A with the MSB of the total in register C.
08EAH	Multiply the MSB of the total in register A by two.
08EBH	Load register C with the adjusted MSB of the total in register A.
08ECH	Multiply the NMSB and the LSB of the dividend in register pair HL by two.
08EDH	Load register A with the MSB of the dividend in register B.
08EEH	Multiply the MSB of the dividend in register A by two.
08EFH	Load register B with the adjusted MSB of the dividend in register A.
08F0H - 08F2H	Load register A with the value at memory location 408CH.

08F3H	Multiply the value in register A by two.
08F4H - 08F6H	Save the adjusted value in register A at memory location 408CH.
08F7H	Load register A with the MSB of the total in register C.
08F8H	Combine the NMSB of the total in register D with the value in register A.
08F9H	Combine the LSB of the total in register E with the value in register A.
08FAH - 08FBH	Jump if the total isn't equal to zero.
08FCH	Save the NMSB and the LSB of the dividend in register pair HL on the stack.
08FDH - 08FFH	Load register pair HL with the address of the exponent in REG1.
0900H	Decrement the exponent in REG1 at the location of the memory pointer in register pair HL.
0901H	Get the NMSB and the LSB of the dividend from the stack and put it in register pair HL.
0902H - 0903H	Jump if the exponent in REG1 isn't equal to zero.
0904H - 0906H	DISPLAY OV ERROR MESSAGE
0904H - 0906H	Go to the Level II BASIC error routine and display an OV ERROR message.
0907H - 0913H	DOUBLE PRECISION MATH ROUTINE
0907H - 0908H	Load register A with a bit mask.
090AH	Load register A with a bit mask.
090BH - 090DH	Load register pair HL with the address of the MSB in REG2.
090EH	Load register C with the MSB of the value in REG2 at the location of the memory pointer in register pair HL.
090FH	Bump the value of the memory pointer in register pair HL.
0910H	Combine the value of the exponent in REG2 at the location of the memory pointer in register pair HL with the bit mask in register A.

0911H	Load register B with the adjusted exponent in register A.
0912H - 0913H	Load register L with a bit mask.
0914H - 0930H	SINGLE PRECISION MATH ROUTINE
0914H	Load register A with the exponent in register B.
0915H	Check to see if the exponent in register A is equal to zero.
0916H - 0917H	Jump if the exponent in register A is equal to zero.
0918H	Load register A with the bit mask in register L.
0919H - 091BH	Load register pair HL with the address of the exponent in REG1.
091CH	Combine the value of the exponent at the location of the memory pointer in register pair HL with the bit mask in register A.
091DH	Add the value of the exponent in register B to the value of the exponent in register A.
091EH	Load register B with the combined exponents in register A.
091FH	Shift the value of the combined exponents in register A one place to the right.
0920H	Check to see if the Carry flag was set by combining the two exponents.
0921H	Load register A with the combined exponents value in register B.
0922H - 0924H	Jump if overflow has occurred.
0925H - 0926H	Adjust the value of the combined exponents to it's proper value.
0927H	Save the value of the combined exponent in register A as the exponent in REG1 at the location of the memory pointer in register pair HL.
0928H - 092AH	Jump if the combined exponent in register A is equal to zero.
092BH - 092DH	Go turn on the sign bit of the MSB in REG1 and register B and save the sign bits.
092EH	Save the value in register A at the location of the memory pointer in register pair HL.

092FH	Decrement the memory pointer in register pair HL so that it points to the exponent in REG1.
0930H	Return.
0931H - 093DH	SINGLE PRECISION MATH ROUTINE
0931H - 0933H	Go check the value of the sign bit for the value in REG1.
0934H	Reverse the result of the sign bit test in register A.
0935H	Get the value from the stack and put it in register HL.
0936H	Set the flags according to the value of the sign bit test.
0937H	Get the value from the stack and put it in register pair HL.
0938H - 093AH	Jump if the value in REG1 is negative.
093BH - 093DH	Jump.
093EH - 0954H	SINGLE PRECISION MATH ROUTINE
093EH - 0940H	Go move the single precision value in REG1 to register pairs BC and DE.
0941H	Load register A with the value of the exponent in register B.
0942H	Check to see if the exponent in register A is equal to zero.
0943H	Return if the single precision value in register pairs BC and DE is equal to zero.
0944H - 0945H	Multiply the value of the exponent in register A by four.
0946H - 0948H	Go to the Level II BASIC error routine and display an OV ERROR routine if the adjusted exponent in register A is too large.
0949H	Load register B with the adjusted exponent in register A.
094AH - 094CH	Go add the original value in REG1 to the adjusted value in register pairs BC and DE and return with the original result in REG1. REG1 now holds the original value times five.
094DH - 094FH	Load register pair HL with the address of the exponent in REG1.

0950H	Bump the value of the exponent in REG1 at the location of the memory pointer in register pair HL. REG1 now holds the original value times ten.
0951H	Return if the new value in REG1 is in an acceptable range.
0952H - 0954H	Go to the Level II BASIC error routine and display an OV ERROR message if the value of the exponent at the location of the memory pointer in register pair HL is too large.
0955H - 0963H	SINGLE PRECISION MATH ROUTINE
0955H - 0957H	Load register A with the value of the exponent in REG1.
0958H	Check to see if the exponent in register A is equal to zero.
0959H	Return if the single precision value in REG1 is equal to zero.
095AH - 095CH	Load register A with the MSB of the single precision value in REG1.
095EH	Reverse the value in register A.
095FH	Put the value of the sign bit in register A into the Carry flag.
0960H	Make register A equal to -1 if the sign bit is negative or a value of 0 if the sign bit is positive.
0961H	Return if the single precision value in REG1 is negative.
0962H	Bump the value in register A so that register A will be equal to 1 if the single precision value in REG1 is positive.
0963H	Return.
0964H - 0976H	SINGLE PRECISION MATH ROUTINE
0964H - 0965H	Load register B with an exponent for an integer value.
0966H - 0968H	Load register pair DE with zero.
0969H - 096BH	Load register pair HL with the address of the exponent in REG1.
096CH	Load register C with the MSB of the integer value.
096DH	Save the exponent in register B in REG1 at the

location of the memory pointer in register pair HL.

096EH - 096FH Load register B with zero.

0970H Bump the memory pointer in register pair HL.

0971H - 0972H Save the sign value at the location of the memory pointer in register pair HL.

0973H Shift the value of the sign bit for the MSB in register A into the Carry flag.

0974 - 0976H Jump.

0977H - 0989H **LEVEL II BASIC MATH ROUTINE**

0977H - 0979H Go determine the sign of the current value in REG1.

097AH Return if the value in REG1 is positive.

097BH Go check the value of the current number type flag.

097CH - 097EH Jump if the current value in REG1 is an integer.

097FH - 0981H Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.

0982H - 0984H Load register pair HL with the address of the MSB in REG1.

0985H Load register A with the MSB in REG1 at the location of the memory pointer in register pair HL.

0986H - 0987H Set the sign bit in the MSB in register A.

0988H Save the adjusted MSB in register A in REG1 at the location of the memory pointer in register pair HL.

0989H Return.

098AH - 0993H **LEVEL II BASIC MATH ROUTINE**

098AH - 098CH Go test the sign of the current value in REG1.

098DH Load register L with the result of the sign test in register A.

098EH Shift the sign bit in register A into the Carry flag.

098FH Adjust the value in register A so that it will be equal to zero if the current value in REG1 is positive and equal to -1 if the current value in REG1 is negative.

0990H Save the adjusted value in register A in register L.

0991H - 0993H Jump.

0994H - 09A3H LEVEL II BASIC MATH ROUTINE

- 0994H Go check the current value of the number type flag.
- 0995H - 0997H Go to the Level II BASIC error routine and display a
TM ERROR message if the current value in REG1 is
a string.
- 0998H - 099AH Jump if the current value in REG1 is single precision
or double precision.
- 099BH - 099DH Load register pair HL with the integer value in
REG1.
- 099EH Load register A with the MSB of the integer value in
register H.
- 099FH Check to see if the integer value in REG1 is equal to
zero.
- 09A0H Return if the integer value in REG1 is equal to zero.
- 09A1H Load register A with the MSB of the integer value in
register H.
- 09A2H - 09A3H Jump.

09A4H - 09B0H SINGLE PRECISION MATH ROUTINE

- 09A4H Load register pair DE with the value in register pair
HL.
- 09A5H - 09A7H Load register pair HL with the LSB and the NMSB of
the single precision value in REG1.
- 09A8H Exchange the return address on the stack with the
NMSB and the LSB of the single precision value in
register pair HL.
- 09A9H Save the return address in register pair HL on the
stack.
- 09AAH - 09ACH Load register pair HL with the exponent and the
MSB of the single precision value in REG1.
- 09ADH Exchange the return address on the stack with the
exponent and the MSB of the single precision value
in register pair HL.
- 09AEH Save the return address in register pair HL on the
stack.
- 09AFH Load register pair HL with the value in register pair
DE.
- 09B0H Return.

09B1H - 09BEH SINGLE PRECISION MATH ROUTINE

09B1H - 09B3H Go put the single precision value pointed to by register pair HL into register pairs BC and DE.

09B4H Load register pair HL with the NMSB and the LSB of the single precision value in register pair DE.

09B5H - 09B7H Save the NMSB and the LSB of the single precision value in register pair HL in REG1.

09B8H Load register H with the exponent of the single precision value in register B.

09B9H Load register L with the MSB of the single precision value in register C.

09BAH - 09BCH Save the exponent and the MSB of the single precision value in register pair HL in REG1.

09BDH Load register pair HL with the value in register pair DE.

09BEH Return.

09BFH - 09CAH SINGLE PRECISION MATH ROUTINE

09BFH - 09C1H Load register pair HL with the starting address for a single precision value in REG1.

09C2H Load register E with the LSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.

09C3H Bump the value of the memory pointer in register pair HL.

09C4H Load register D with the NMSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.

09C5H Bump the value of the memory pointer in register pair HL.

09C6H Load register C with the MSB of the single precision value in REG1 at the location of the memory pointer in register pair HL.

09C7H Bump the value of the memory pointer in register pair HL.

09C8H Load register B with the exponent of the single precision value in REG1 at the location of the memory pointer in register pair HL.

09C9H Bump the value of the memory pointer in register pair HL.

09CAH	Return.
09CBH - 09D1H	SINGLE PRECISION MATH ROUTINE
09CBH - 09CDH	Load register pair DE with the starting address for a single precision value in REG1.
09CEH - 09CFH	Load register B with the number of bytes to be moved for a single precision value.
09D0H - 09D1H	Jump.
09D2H - 09DEH	MOVE VALUE POINTED TO BY HL TO THE LOCATION POINTED TO BY DE
09D2H	Exchange the value in register pair HL with the value in register pair DE.
09D3H - 09D5H	Load register A with the current value of the number type flag.
09D6H	Load register B with the number of bytes to be moved in register A.
09D7H	Load register A with the value at the location of the memory pointer in register pair DE.
09D8H	Save the value in register A at the location of the memory pointer in register pair HL.
09D9H	Bump the value of the memory pointer in register pair DE.
09DAH	Bump the value of the memory pointer in register pair HL.
09DBH	Decrement the value of the byte counter in register B.
09DCH - 09DDH	Loop till all of the bytes have been moved.
09DEH	Return.
09DFH - 09F3H	SINGLE PRECISION MATH ROUTINE
09DFH - 09E1H	Load register pair HL with the address of the MSB of the value in REG1.
09E2H	Load register A with the MSB of the value in REG1 at the location of the memory pointer in register pair HL.
09E3H	Move the value of the sign bit in register A into the Carry flag.
09E4H	Set the Carry flag.

09E5H	Turn of the sign bit in register A by moving the value of the Carry flag into register A and moving the previous value of the sign bit from bit 0 of register A into the Carry flag.
09E6H	Save the adjusted MSB in register A in REG1 at the location of the memory pointer in register pair HL.
09E7H	Invert the value of the sign bit in the Carry flag.
09E8H	Move the inverted sign bit from the Carry flag into register A.
09E9H	Bump the value of the memory pointer in register pair HL.
09EAH	Bump the value of the memory pointer in register pair HL.
09EBH	Save the value in register A at the location of the memory pointer in register pair HL.
09ECH	Load register A with the MSB of the single precision value in register C.
09EDH	Move the value of the sign bit in register A into the Carry flag.
09EEH	Set the Carry flag.
09EFH	Turn on the sign bit in register A by moving the value of the Carry flag into register A and moving the previous value of the sign bit from bit 0 of register A into the Carry flag.
09F0H	Load register C with the adjusted MSB in register A.
09F1H	Move the value of the sign bit from the Carry flag into register A.
09F2H	Combine the value of the sign bit for the single precision value in register A with the value of the sign bit for the single precision value at the location of the memory pointer in register pair HL.
09F3H	Return.
09F4H - 09FBH	LEVEL II BASIC MATH ROUTINE
09F4H - 09F6H	Load register pair HL with the starting address of REG2.
09F7H - 09F9H	Load register pair DE with the return address.
09FAH - 09FBH	Jump.

09FCH - 0A0BH **LEVEL II BASIC MATH ROUTINE**

09FCH - 09FEH Load register pair HL with the starting address of REG2.

09FFH - 0A01H Load register pair DE with the return address.

0A02H Save the return address in register pair DE on the stack.

0A03H - 0A05H Load register pair HL with the starting address for a single precision value in REG1.

0A06H Go check the current value of the number type flag.

0A07H Return if the current value in REG1 isn't double precision.

0A08H - 0A0AH Load register pair DE with the starting address of REG1.

0A0BH Return.

0A0CH - 0A25H **SINGLE PRECISION COMPARE**

0A0CH Load register A with the value of the exponent in register B.

0A0DH Check to see if the exponent in register A is equal to zero.

0A0EH - 0A10H Jump if the exponent in register A is equal to zero.

0A11H - 0A13H Load register pair HL with the return address.

0A14H Save the return address in register pair HL on the stack.

0A15H - 0A17H Go check the signs of the single precision numbers.

0A18H Load register A with the MSB of the single precision value in register C.

0A19H Return if the signs of the single precision values aren't equal.

0A1AH - 0A1CH Load register pair HL with the address of the MSB in REG1.

0A1DH Combine the MSB in REG1 at the location of the memory pointer in register pair HL with the MSB in register A.

0A1EH Load register A with the MSB in register C.

0A1FH Return if the MSBs don't match.

0A20H - 0A22H	Go compare the single precision values.
0A23H	Move the value of the Carry flag from the comparison into register A.
0A24H	Combine the value of the MSB of the single precision value in register C with the value in register A.
0A25H	Return.
0A26H - 0A38H	SINGLE PRECISION COMPARISON ROUTINE
0A26H	Bump the value of the memory pointer in register pair HL so that it points to the exponent in REG1.
0A27H	Load register A with the value of the exponent for the single precision value in register B.
0A28H	Check to see if the exponent for the single precision value in REG1 at the location of the memory pointer in register pair HL is the same as the value of the exponent for the single precision value in register A.
0A29H	Return if the value of the exponent in REG1 isn't the same as the value of the exponent in register A.
0A2AH	Decrement the value of the memory pointer in register pair HL.
0A2BH	Load register A with the MSB for the single precision value in register C.
0A2CH	Check to see if the MSB for the single precision value in REG1 at the location of the memory pointer in register pair HL is the same as the value of the MSB for the single precision value in register A.
0A2DH	Return if the value of the MSB in REG1 isn't the same as the value of the MSB in register A.
0A2EH	Decrement the value of the memory pointer in register pair HL.
0A2FH	Load register A with the NMSB of the single precision value in register D.
0A30H	Check to see if the NMSB for the single precision value in REG1 at the location of the memory pointer in register pair HL is the same as the value of the NMSB for the single precision value in register A.
0A31H	Return if the value of the NMSB in REG1 isn't the same as the value of the NMSB in register A.
0A32H	Decrement the value of the memory pointer in register pair HL.

0A33H	Load register A with the LSB of the single precision value in register E.
0A34H	Check to see if the LSB for the single precision value in REG1 at the location of the memory pointer in register pair HL is the same as the value of the LSB for the single precision value in register A.
0A35H	Return if the value of the LSB in REG1 isn't the same as the value of the LSB in register A.
0A36H	Get the value from the stack and put it in register pair HL.
0A37H	Get the value from the stack and put it in register pair HL.
0A38H	Return.
0A39H - 0A48H	INTEGER COMPARE
0A39H	Load register A with the MSB of the integer value in register D.
0A3AH	Check to see if the sign bit for the MSB of the integer value in register H is the same as the sign bit for the MSB for the integer value in register A.
0A3BH	Load register A with the MSB of the integer value in register H.
0A3CH - 0A3EH	Jump if the sign bits for the integer values aren't equal.
0A3FH	Check to see if the MSB for the integer value in register D is the same as the MSB for the integer value in register A.
0A40H - 0A42H	Jump if the MSB for the integer value in register D isn't the same as the MSB for the integer value in register A.
0A43H	Load register A with the LSB of the integer value in register L.
0A44H	Check to see if the LSB for the integer value in register E is the same as the LSB for the integer value in register A.
0A45H - 0A47H	Jump if the LSB for the integer value in register E isn't the same as the LSB for the integer value in register A.
0A48H	Return.
0A49H - 0A77H	DOUBLE PRECISION COMPARE

0A49H - 0A4BH	Load register pair HL with the starting address of REG2.
0A4CH - 0A4EH	Go move the double precision value pointed to by register pair DE to REG2.
0A4FH - 0A51H	Load register pair DE with the address of the exponent in REG2.
0A52H	Load register A with the exponent for the double precision value in REG2 at the location of the memory pointer in register pair DE.
0A53H	Check to see if the double precision value in REG2 is equal to zero.
0A54H - 0A56H	Jump if the double precision value in REG2 is equal to zero.
0A57H - 0A59H	Load register pair HL with the return address.
0A5AH	Save the return address in register pair HL on the stack.
0A5BH - 0A5DH	Go check to see if the double precision value in REG1 is equal to zero.
0A5EH	Decrement the value of the memory pointer in register pair DE.
0A5FH	Load register A with the MSB of the double precision value in REG2 at the location of the memory pointer in register pair DE.
0A60H	Load register C with the MSB of the double precision value in REG2 in register A.
0A61H	Return if the double precision value in REG1 is equal to zero.
0A62H - 0A64H	Load register pair HL with the address of the MSB of the double precision value in REG1.
0A65H	Check to see if the sign bit for the MSB of the double precision value in REG1 at the location of the memory pointer in register pair HL is the same as the sign bit for the MSB of the double precision value in REG2 in register A.
0A66H	Load register A with the MSB of the double precision value in REG2 in register C.
0A67H	Return if the sign bits for the double precision values in REG1 and REG2 aren't the same.
0A68H	Bump the value of the memory pointer in register pair DE.

0A69H	Bump the value of the memory pointer in register pair HL.
0A6AH - 0A6BH	Load register B with the number of bytes to be compared.
0A6CH	Load register A with the value at the location of the memory pointer in register pair DE.
0A6DH	Check to see if the value in register A is the same as the value at the location of the memory pointer in register pair HL.
0A6EH - 0A70H	Jump if the value in register A isn't the same as the value at the location of the memory pointer in register pair HL.
0A71H	Decrement the value of the memory pointer in register pair DE.
0A72H	Decrement the value of the memory pointer in register pair HL.
0A73H	Decrement the number of bytes remaining to be compared in register B.
0A74H - 0A75H	Loop till all of the bytes have been compared.
0A76H	Get the value from the stack and put it in register pair BC.
0A77H	Return.
0A78H - 0A7EH	DOUBLE PRECISION COMPARE
0A78H - 0A7AH	Go compare the double precision value in REG2 to the double precision value in REG1.
0A7BH - 0A7DH	Jump if the double precision value in REG1 and the double precision value in REG2 aren't the same.
0A7EH	Return.
0A7FH - 0AB0H	LEVEL II BASIC CINT ROUTINE
0A7FH	Go check the current value of the number type flag.
0A80H - 0A82H	Load register pair HL with the integer value in REG1.
0A83H	Return if the current value in REG1 is an integer.
0A84H - 0A86H	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.

0A87H - 0A89H	Go convert the double precision value in REG1 to single precision.
0A8AH - 0A8CH	Load register pair HL with the return address.
0A8DH	Save the return address in register pair HL on the stack.
0A8EH - 0A90H	Load register A with the exponent for the single precision value in REG1.
0A91H - 0A92H	Check to see if the exponent for the single precision value in REG1 in register A indicates more than 16 bits of precision.
0A93H - 0A94H	Jump if the exponent for the single precision value in REG1 in register A indicates more than 16 bits of precision.
0A95H - 0A97H	Go convert the single precision value in REG1 to an integer and return with the integer value in register pair DE.
0A98H	Load register pair HL with the integer value in register pair DE.
0A99H	Get the value from the stack and put it in register pair DE.
0A9AH - 0A9CH	Save the integer value in register pair HL as the current value in REG1.
0A9DH - 0A9EH	Load register A with an integer number type flag.
0A9FH - 0AA1H	Save the integer number type flag in register A as the current value of the number type flag.
0AA2H	Return.
0AA3H - 0AA5H	Load register pair BC with the exponent and the MSB of a single precision value.
0AA6H - 0AA8H	Load register pair DE with the NMSB and the LSB of a single precision value. Register pairs BC and DE now hold a single precision value equal to -32768.
0AA9H - 0AABH	Go check to see if the single precision value in REG1 is equal to -32768.
0AACH	Go to the Level II BASIC error routine and display an OV ERROR message if the value in REG1 isn't equal to -32768.
0AADH	Load register H with the MSB of the single precision value in register C.

OAAEH	Load register L with the NMSB of the single precision value in register D.
OAAFH - OAB0H	Jump.
OAB1H - OACBH	LEVEL II BASIC CSNG ROUTINE
OAB1H	Go check the current value of the number type flag.
OAB2H	Return if the current value in REG1 is single precision.
OAB3H - OAB5H	Jump if the current value in REG1 is an integer.
OAB6H - OAB8H	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.
OAB9H - OABBH	Go move the most significant four bytes of the double precision value in REG1 into register pairs BC and DE.
OABCH - OABEH	Go set the current number type flag to single precision.
OABFH	Load register A with the exponent of the double precision value in register B.
OAC0H	Check to see if the double precision value in REG1 is equal to zero.
OAC1H	Return if the double precision value in REG1 is equal to zero.
OAC2H - OAC4H	Go turn on the most significant bit of the single precision value in REG1.
OAC5H - OAC7H	Load register pair HL with the address of the most significant byte chopped off the double precision value.
OAC8H	Loaded register B with the most significant byte chopped off the double precision value at the location of the memory pointer in register pair HL.
OAC9H - OACBH	Jump.
OACCH - OADAH	LEVEL II BASIC MATH ROUTINE
OACCH - OACEH	Load register pair HL with the integer value at the location of an integer storage in REG1.
OACFH - OAD1H	Go set the current number type flag to single precision.
OAD2H	Load register A with the MSB of the integer value in register H.

0AD3H	Load register D with the LSB of the integer value in register L.
0AD4H - 0AD5H	Zero register E.
0AD6H - 0AD7H	Load register B with an exponent.
0AD8H - 0ADAH	Jump.
0ADBH - 0AEDH	LEVEL II BASIC CDBL ROUTINE
0ADBH	Go check the current value of the number type flag.
0ADCH	Return if the current value in REG1 is double precision.
0ADDH - 0ADFH	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.
0AEOH - 0AE2H	Go convert an integer to single precision.
0AE3H - 0AE5H	Load register pair HL with zero.
0AE6H - 0AE8H	Save the value in register pair HL as the first and second bytes of REG1.
0AE9H - 0AEBH	Save the value in register pair HL as the third and fourth bytes of REG1.
0AECB - 0AEDH	Load register A with a double precision number type flag.
0AEEH - 0AF3H	LEVEL II BASIC MATH ROUTINE
0AEFH - 0AF0H	Load register A with a single precision number type flag.
0AF1H - 0AF3H	Save the value in register A as the current number type flag.
0AF4H - 0AFAH	LEVEL II BASIC MATH ROUTINE
0AF4H	Go check the current value of the number type flag.
0AF5H	Return if the current value in REG1 is a string.
0AF6H - 0AF7H	Load register E with a TM ERROR code.
0AF8H - 0AFAH	Go to the LEVEL II BASIC error routine and display a TM ERROR message if the current value in REG1 isn't a string.
0AFBH - 0B1EH	LEVEL II BASIC MATH ROUTINE
0AFBH	Load register B with the exponent of the single precision number in register A.

OAFCH	Load register C with the exponent of the single precision number in register A.
OAFDH	Load register D with the exponent of the single precision number in register A.
OAFEH	Load register E with the exponent of the single precision number in register A.
OAFH	Check to see if the single precision number in REG1 is equal to zero.
OB00H	Return if the single precision value in REG1 is equal to zero.
OB01H	Save the value in register pair HL on the stack.
OB02H - OB04H	Go move the single precision value in REG1 into register pairs BC and DE.
OB05H - OB07H	Go turn on the sign bit of the single precision value in register pairs BC and DE.
OB08H	Set the sign bit according to the sign of the value at the location of the memory pointer in register pair HL.
OB09H	Load register H with the value of the sign in register A.
OB0AH - OB0CH	Go decrement the single precision value in register pairs BC and DE if the sign of the value is negative.
OB0DH - OB0EH	Load register A with the maximum exponent.
OB0FH	Figure the number of bits to be shifted by subtracting the exponent in register B from the exponent in register A.
OB10H - OB12H	Go shift the single precision value in register pairs BC and DE.
OB13H	Load register A with the value of the sign in register H.
OB14H	Put the sign bit into the Carry flag.
OB15H - OB17H	Go bump the value in register pairs BC and DE if the original number was negative.
OB18H - OB19H	Load register B with an exponent.
OB1AH - OB1CH	Go make the integer negative if the original number was negative. Return with the integer value in register pair DE.

0B1DH	Get the value from the stack and put it in register pair HL.
0B1EH	Return.
0B1FH - 0B25H	LEVEL II BASIC MATH ROUTINE
0B1FH	Decrement the NMSB and the LSB of the single precision value in register pair DE.
0B20H	Load register A with the value of the NMSB for the single precision value in register D.
0B21H	Combine the LSB of the single precision value in register E with the NMSB of the single precision value in register A.
0B22H	Bump the combined value in register A.
0B23H	Return if the NMSB and the LSB of the single precision value in register pair DE isn't equal to FFFFH.
0B24H	Decrement the value of the exponent and the MSB of the single precision value in register pair BC.
0B25H	Return.
0B26H - 0B58H	LEVEL II BASIC FIX ROUTINE
0B26H	Go check the current value of the number type flag.
0B27H	Return if the current value in REG1 is an integer.
0B28H - 0B2AH	Go check the sign of the current value in REG1.
0B2BH - 0B2DH	Jump if the current value in REG1 is positive.
0B2EH - 0B30H	Go convert the current value in REG1 to positive.
0B31H - 0B33H	Go get the integer part of the current value in REG1.
0B34H - 0B36H	Jump.
0B37H	Go check the current value of the number type flag.
0B38H	Return if the current value in REG1 is an integer.
0B39H - 0B3AH	Jump if the current value in REG1 is double precision.
0B3BH - 0B3CH	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.
0B3DH - 0B3FH	Go convert the single precision value in REG1 to an integer.

0B40H - 0B42H	Load register pair HL with the address of the exponent in REG1.
0B43H	Load register A with the value of the exponent in REG1 at the location of the memory pointer in register pair HL.
0B44H - 0B45H	Check to see if there is more than 24 bits of precision used by the current value in REG1.
0B46H - 0B48H	Load register A with the LSB of the single precision number in REG1.
0B49H	Return if more than 24 bits of precision is used by the single precision value in REG1.
0B4AH	Load register A with the exponent of the single precision number in REG1.
0B4BH - 0B4DH	Go convert the single precision number in REG1 to an integer.
0B4EH - 0B4FH	Save an exponent in REG1.
0B50H	Load register A with the LSB of the integer value in register E.
0B51H	Save the LSB of the integer value in register A on the stack.
0B52H	Load register A with the value in register C.
0B53H	Move the sign bit in register A into the Carry flag.
0B54H - 0B56H	Go make the number in REG1 single precision.
0B57H	Get the LSB of the single precision value from the stack and put it in register A.
0B58H	Return.
0B59H - 0B9DH	LEVEL II BASIC MATH ROUTINE
0B59H - 0B5BH	Load register pair HL with the address of the exponent in REG1.
0B5CH	Load register A with the value of the exponent for the double precision number in REG1 at the location of the memory pointer in register pair HL.
0B5DH - 0B5EH	Check to see if the double precision number in REG1 uses more or less than 16 bits of precision.
0B5FH - 0B61H	Jump if the double precision value in REG1 uses less than 16 bits of precision.

0B62H - 0B63H	Jump if the double precision number in REG1 uses more than 16 bits of precision.
0B64H	Load register C with the exponent for the double precision number in register A.
0B65H	Decrement the value of the memory pointer in register pair HL.
0B66H	Load register A with the MSB of the double precision value in REG1 at the location of the memory pointer in register pair HL.
0B67H - 0B68H	Complement the value of the sign bit in register A.
0B69H - 0B6AH	Load register B with the number of bytes to be checked.
0B6BH	Decrement the value of the memory pointer in register pair HL.
0B6CH	Combine the value at the location of the memory pointer in register HL with the value in register A.
0B6DH	Decrement the byte counter in register B.
0B6EH - 0B6FH	Loop till all of the bytes have been checked.
0B70H	Check to see if the double precision value in REG1 is equal to a -32768.
0B71H - 0B73H	Load register pair HL with a negative zero.
0B74H - 0B76H	Jump if the double precision value in REG1 is a -32768.
0B77H	Load register A with the exponent for the double precision value in register C.
0B78H - 0B79H	Check to see if more than 56 bits of precision has been used for the double precision value in REG1.
0B7AH	Return if more than 56 bits of precision have been used for the double precision value in REG1.
0B7BH	Save the exponent in register A on the stack.
0B7CH - 0B7EH	Go move the most significant four bytes of the double precision value in REG1 into register pairs BC and DE.
0B7FH - 0B81H	Go turn on the sign bit and return with the value of the sign.
0B82H	Combine the value at the location of the memory

	pointer in register pair HL with the result of the sign test in register A.
0B83H	Decrement the value of the memory pointer in register pair HL.
0B84H - 0B85H	Save an exponent at the location of the memory pointer in register HL.
0B86H	Save the value of the sign test in register A on the stack.
0B87H - 0B89H	Go adjust the number in REG1 if it's negative.
0B8AH - 0B8GH	Load register pair HL with the address of the MSB in REG1.
0B8DH - 0B8EH	Load register A with the maximum value of an exponent.
0B8FH	Subtract the value of the exponent at the location of the memory pointer in register pair HL from the value in register A.
0B90H - 0B92H	Go adjust the value in REG1.
0B93H	Get the value of the sign test from the stack and put it in register A.
0B94H - 0B96H	Go adjust the value in REG1 if it's negative.
0B97H	Zero register A.
0B98H - 0B9AH	Zero memory location 411CH.
0B9BH	Get the value of the original exponent test from the stack and put it in register pair AF.
0B9CH	Return if more than 56 bits are used by the double precision number.
0B9DH - 0B9FH	Jump.
0BA0H - 0BA9H	LEVEL II BASIC MATH ROUTINE
0BA0H - 0BA2H	Load register pair HL with the starting address of REG1.
0BA3H	Load register A with the value at the location of the memory pointer in register pair HL.
0BA4H	Decrement the value at the location of the memory pointer in register pair HL.
0BA5H	Check to see if the value in register A is equal to zero.

OBA6H	Decrement the value of the memory pointer in register pair HL.
OBA7H - OBA8H	Loop till the value at the location of the memory pointer in register pair HL is equal to a nonzero value.
OBA9H	Return.
OBAAH - OBC6H	LEVEL II BASIC MATH ROUTINE
OBAAH	Save the value in register pair HL on the stack.
OABAH - OBAFH	Load register pair HL with zero.
OBAEH	Load register A with the MSB of the integer value in register B.
OBAFH	Combine the LSB of the integer value in register C with the MSB of the integer value in register A.
OBBOH - OBB1H	Jump if the integer value in register pair BC is equal to zero.
OB2H - OBB3H	Load register A with the counter value.
OB4H	Multiply the result in register pair HL by two.
OB5H - OBB7H	Go to the Level II BASIC error routine and display a BS ERROR message if the result in register pair HL has overflowed.
OB8H	Exchange the integer value in register pair DE with the result in register pair HL.
OB9H	Multiply the integer value in register pair HL by two.
OBBAH	Exchange the result in register pair DE with the integer value in register pair HL.
OB3BH - OBBCH	Jump if the most significant bit in the integer value in register DE wasn't set.
OBBDH	Add the integer value in register pair BC to the result in register pair HL.
OBBEH - OBC0H	Go to the Level II BASIC error routine and display a BS ERROR message if the result in register pair HL has overflowed.
OBC1H	Decrement the counter in register A.
OBC2H - OBC3H	Loop till the multiplication has been completed.
OBC4H	Load register pair DE with the result in register pair HL.

OBC5H	Get the value from the stack and put it in register pair HL.
OBC6H	Return.
OBC7H - OBD1H	INTEGER SUBTRACTION
OBC7H	Load register A with the MSB of the integer value in register H.
OBC8H	Put the value of the sign bit into the Carry flag.
OBC9H	Adjust register A according to the value of the sign bit.
OBCAH	Load register B with the result of the sign test.
OBCBH - OBCDH	Go complement the value in register pair HL.
OBCEH	Load register A with zero.
OBCFH	Adjust the value of the sign test.
OBD0H - OBD1H	Jump.
OBD2H - OBF1H	INTEGER ADDITION
OBD2H	Load register A with the MSB of the integer value in register pair HL.
OBD3H	Put the value of the sign bit into the Carry flag.
OBD4H	Adjust register A according to the value of the sign bit.
OBD5H	Load register B with the result of the sign test.
OBD6H	Save the integer value in register pair HL on the stack.
OBD7H	Load register A with the MSB of the integer value in register pair DE.
OBD8H	Put the value of the sign bit into the Carry flag.
OBD9H	Adjust register A according to the value of the sign bit.
OBDAH	Add the integer value in register pair DE to the integer value in register pair HL.
OBDBH	Add the Carry flag and the value from the sign test for the integer value in register pair HL in register B to the value of the sign test for the integer value in register pair DE in register A.

OBDCH	Put the value of the Carry flag in register A.
OBDDH	Combine the value of the sign bit for the result in register H with the value in register A.
OBDEH - OBE0H	Jump unless overflow has occurred.
OBE1H	Save the value of the sign test in register B on the stack.
OBE2H	Load register pair HL with the integer value in register pair DE.
OBE3H - OBE5H	Go convert the register value in register pair HL to single precision and return with the result in REG1.
OBE6H	Get the value of the sign test from the stack and put it in register A.
OBE7H	Get the integer value from the stack and put it in register pair HL.
OBE8H - OBEAH	Go move the single precision value in REG1 on to the stack.
OBEBH	Load register pair DE with the integer value in register pair HL.
OBECH - OBEEH	Go convert the integer value in register pair DE to single precision and return with the result in REG1.
OBEFH - OBF1H	Go perform single precision addition.
OBF2H - OC1EH	INTEGER MULTIPLICATION
OBF2H	Load register A with the MSB of the integer value in register H.
OBF3H	Combine the LSB of the integer value in register L with the MSB of the integer value in register A.
OBF4H - OBF6H	Jump if the integer value in register pair HL is equal to zero.
OBF7H	Save the integer value in register pair HL on the stack.
OBF8H	Save the integer value in register pair DE on the stack.
OBF9H - OBFBH	Go convert any negative integer values to positive and return with register B set according to the value of the sign bits.
OBFCH	Save the value of the sign bit test in register B on the stack.

0BFDH	Load register B with the MSB of the integer value in register H.
0BFEH	Load register C with the LSB of the integer value in register L.
0BFFH - 0C01H	Load register pair HL with zero.
0C02H - 0C03H	Load register A with the counter value.
0C04H	Multiply the result in register pair HL by two.
0C05H - 0C06H	Jump if the result in register pair HL has overflowed.
0C07H	Exchange the integer value in register pair DE with the integer result in register pair HL.
0C08H	Multiply the integer value in register pair HL by two.
0C09H	Exchange the integer result in register pair DE with the integer value in register pair HL.
0C0AH - 0C0BH	Jump if the most significant bit of the integer register pair DE wasn't set.
0C0CH	Add the integer value in register pair BC to the integer result in register pair HL.
0C0DH - 0C0FH	Jump if the result in register pair HL has overflowed.
0C10H	Decrement the value of the counter in register A.
0C11H - 0C12H	Loop till the multiplication has been completed.
0C13H	Get the value of the sign test from the stack and put it in register B.
0C14H	Get the integer value from the stack and put it in register pair DE.
0C15H	Load register A with the MSB of the result in register H.
0C16H	Check to see if the sign bit in the MSB of the integer result in register A is set.
0C17H - 0C19H	Jump if the integer result in register pair HL is negative.
0C1AH	Get the integer value from the stack and put it in register pair DE.
0C1BH	Load register A with the value of the sign test in register B.

0C1CH - 0C1EH Jump.

0C1FH - 0C34H **LEVEL II BASIC MATH ROUTINE**

0C1FH - 0C20H Clear the sign bit for the MSB of the integer value in register A.

0C21H Combine the value of the LSB for the integer value in register L with the adjusted MSB of the integer value in register A.

0C22H - 0C23H Jump if the result is equal to zero.

0C24H Load register pair HL with the integer value in register pair DE.

0C26H Get the value of the sign test from the stack and put it in register B.

0C27H Get the integer value from the stack and put it in register pair HL.

0C28H - 0C2AH Go convert the integer value in register pair HL to single precision and return with the result in REG1.

0C2BH Get the integer value from the stack and put it in register pair HL.

0C2CH - 0C2EH Go move the single precision value from REG1 to the stack.

0C2FH - 0C31H Go convert the integer value in register pair HL to single precision and return with the result in REG1.

0C32H Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.

0C33H Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.

0C34H - 0C36H Go do single precision multiplication.

0C37H - 0C44H **LEVEL II BASIC MATH ROUTINE**

0C37H Load register A with the result of the sign test in register B.

0C38H Check to see if the result is supposed to be negative.

0C39H Get the value from the stack and put it in register pair BC.

0C3AH - 0C3CH Jump if the result is supposed to be negative.

0C3DH	Save the integer value in register pair DE on the stack.
0C3EH - 0C40H	Go convert the integer result in register pair HL to single precision and return with the result in REG1.
0C41H	Get the integer value from the stack and put it in register pair DE.
0C42H - 0C44H	Jump.
0C45H - 0C5AH	LEVEL II BASIC MATH ROUTINE
0C45H	Load register A with the MSB of the integer value in register H.
0C46H	Combine the MSB of the integer value in register D with the MSB of the integer value in register A.
0C47H	Save the result of the combined signs in register A into register B.
0C48H - 0C4AH	Go convert a negative integer value in register pair HL to positive.
0C4BH	Exchange the integer value in register pair DE with the integer value in register pair HL.
0C4CH	Load register A with the MSB of the integer value in register H.
0C4DH	Check the value of the sign for the MSB of the integer value in register A.
0C4EH - 0C50H	Jump if the integer value in register pair HL is positive.
0C51H	Zero register A.
0C52H	Load register C with the value in register A.
0C53H	Subtract the LSB of the integer value in register L from the value in register A.
0C54H	Save the adjusted value in register A in register L.
0C55H	Load register A with the value in register C.
0C56H	Subtract the MSB of the integer value in register H from the value in register A.
0C57H	Save the adjusted value in register A into register H.
0C58H - 0C5AH	Jump.
0C5BH - 0C6FH	LEVEL II BASIC MATH ROUTINE

0C5BH - 0C5DH	Load register pair HL with the integer value in REG1.
0C5EH - 0C60H	Go convert the integer value in register pair HL to positive if it's negative.
0C61H	Load register A with the MSB of the integer value in register H.
0C62H - 0C63H	Invert the value of the sign bit in register A.
0C64H	Combine the LSB of the integer value in register L with the adjusted MSB of the integer value in register A.
0C65H	Return if the integer value in REG1 isn't equal to -32768.
0C66H	Load register pair DE with the integer value in register pair HL.
0C67H - 0C69H	Go set the number type flag to single precision.
0C6AH	Zero register A.
0C6BH - 0C6CH	Load register B with an exponent.
0C6DH - 0C6FH	Jump.
0C70H - 0C76H	DOUBLE PRECISION SUBTRACTION
0C70H - 0C72H	Load register pair HL with the address of the MSB in REG2.
0C73H	Load register A with the MSB of the double precision value in REG2 at the location of the memory pointer in register pair HL.
0C74H - 0C75H	Invert the value of the sign bit for the MSB of the double precision value in register A.
0C76H	Save the adjusted MSB of the double precision value in register A in REG2 at the location of the memory pointer in register pair HL.
0C77H - 0CCEH	DOUBLE PRECISION ADDITION
0C77H - 0C79H	Load register pair HL with the address of the exponent in REG2.
0C7AH	Load register A with the exponent of the double precision value in REG2 at the location of the memory pointer in register pair HL.
0C7BH	Check to see if the double precision value in REG2 is equal to zero.

0C7CH	Return if the double precision value in REG2 is equal to zero.
0C7DH	Load register B with the value of the exponent for the double precision value in register A.
0C7EH	Decrement the value of the memory pointer in register pair HL.
0C7FH	Load register C with the value of the MSB of the double precision value in REG2 at the location of the memory pointer in register pair HL.
0C80H - 0C82H	Load register pair DE with the address of the exponent in REG1.
0C83H	Load register A with the value of the exponent of the double precision value in REG1 at the location of the memory pointer in register pair DE.
0C84H	Check to see if the double precision value in REG1 is equal to zero.
0C85H - 0C87H	Jump if the double precision value in REG1 is equal to zero.
0C88H	Subtract the value of the exponent for the double precision value in REG2 in register B from the value of the exponent for the double precision value in REG1 in register A.
0C89H - 0C8AH	Jump if the double precision value in REG1 is greater than or equal to the double precision value in REG2.
0C8BH	Complement the difference between the two exponents in register A.
0C8CH	Bump the value of the difference for the exponents in register A so that register A will hold the positive difference.
0C8DH	Save the difference for the exponents in register A on the stack.
0C8EH - 0C8FH	Load register C with the counter value.
0C90H	Bump the value of the memory pointer in register pair HL so that it will be pointing to the exponent of the double precision value in REG2.
0C91H	Save the value of the memory pointer in register pair HL on the stack.
0C92H	Load register A with the value at the location of the memory pointer in register pair DE.

0C93H	Load register B with the value at the location of the memory pointer in register pair HL.
0C94H	Save the value in register A at the location of the memory pointer in register pair HL.
0C95H	Load register A with the value in register B.
0C96H	Save the value in register A at the location of the memory pointer in register pair DE.
0C97H	Decrement the value of the memory pointer in register pair DE.
0C98H	Decrement the value of the memory pointer in register pair HL.
0C99H	Decrement the value of the counter in register C.
0C9AH - 0C9BH	Loop till the double precision values in REG1 and REG2 have been exchanged.
0C9CH	Get the value of the memory pointer from the stack and put it in register pair HL.
0C9DH	Load register B with the value of the exponent for the double precision value in REG2 at the location of the memory pointer in register pair HL.
0C9EH	Decrement the value of the memory pointer in register pair HL.
0C9FH	Load register C with the value of the MSB for the double precision value in REG2 at the location of the memory pointer in register pair HL.
0CA0H	Get the difference for the exponents from the stack and put it in register A.
0CA1H - 0CA2H	Check to see if the difference between the two exponents is greater than 56 bits.
0CA3H	Return if the difference between the two exponents is greater than 56 bits.
0CA4H	Save the difference for the exponents in register A on the stack.
0CA5H - 0CA7H	Go turn on the sign bits for the double precision numbers.
0CA8H	Bump the value of the memory pointer in register pair HL.
0CA9H - 0CAAH	Zero the location of the memory pointer in register pair HL.

OCABH	Save the result of the sign test in register A in register B.
OCACH	Get the difference for the exponents from the stack and put it in register A.
OCADH - OCAFH	Load register pair HL with the address of the MSB in REG2.
OCB0H - OCB2H	Go shift the double precision value in REG2 till it lines up with the double precision value in REG1.
OCB3H - OCB5H	Get the bits shifted out of the double precision value in REG2 and put it in register A.
OCB6H - OCB8H	Save the value in register A.
OCB9H	Load register A with the value of the sign test in register B.
OCBAH	Check to see if the signs are equal.
OCBBH - OCBDH	Go subtract the values if the signs aren't equal.
OCBEH - OCC0H	Go add the values.
OCC1H - OCC3H	Jump if the Carry flag isn't set.
OCC4H	Load register pair HL with the value of the memory pointer in register pair DE.
OCC5H	Bump the value of the exponent at the location of the memory pointer in register pair HL.
OCC6H - OCC8H	Go to the Level II BASIC error routine and display an OV ERROR message if the exponent for the double precision result in REG1 is too large.
OCC9H - OCCBH	Go adjust the double precision result in REG1.
OCCEH - OCCEH	Jump.
OCCFH - OD1FH	DOUBLE PRECISION MATH ROUTINE
OCCFH - OCD1H	Go subtract the double precision values.
OCD2H - OCD4H	Load register pair HL with the address of the sign for the result.
OCD5H - OCD7H	Go complement the result in REG1 if the Carry flag is set.
OCD8H	Zero register A.
OCD9H	Load register B with the value in register A.

OCDAH - OCDCH	Load register A with the value of the MSB of the double precision result in REG1.
OCDDH	Check to see if the MSB of the double precision result is equal to zero.
OCDEH - OCDFH	Jump if the MSB of the double precision value is nonzero.
OCE0H - OCE2H	Load register pair HL with the starting address of REG1 minus one.
OCE3H - OCE4H	Load register C with the number of bytes to be shifted.
OCE5H	Load register D with the value at the location of the memory pointer in register pair HL.
OCE6H	Save the value in register A at the location of the memory pointer in register pair HL.
OCE7H	Load register A with the value in register D.
OCE8H	Bump the value of the memory pointer in register pair HL.
OCE9H	Decrement the number of bytes to be shifted in register C.
OCEAH - OCEBH	Loop till all of the bytes in the double precision value have been shifted.
OCECH	Load register A with the number of bits shifted in register B.
OCEDH - OCEEH	Subtract the number of bits just shifted from the shift counter in register A.
OCFEH - OCF0H	Check to see if the whole of the double precision value has been shifted.
OCF1H - OCF2H	Jump if the whole of the double precision value hasn't been shifted.
OCF3H - OCF5H	Go make the double precision value equal to zero if the whole of the double precision value has been shifted.
OCF6H	Decrement the shift counter in register B.
OCF7H - OCF9H	Load register pair HL with the starting address of REG1 minus one.
OCFAH - OCFCH	Go shift the double precision value in REG1 once.
OCFDH	Check to see if the sign bit of the MSB of the double precision value in register A is set.

0CFEH - 0D00H	Loop till the sign bit is set.
0D01H	Load register A with the value of the shift counter in register B.
0D02H	Check to see if the shift counter in register A is equal to zero.
0D03H - 0D04H	Jump if the value in REG1 wasn't shifted at all.
0D05H - 0D07H	Load register pair HL with the address of the exponent in REG1.
0D08H	Add the value of the exponent for the double precision value in REG1 at the location of the memory pointer in register pair HL to the value of the shift counter in register A.
0D09H	Save the adjusted exponent for the double precision value in register A at the location of the memory pointer in register pair HL.
0D0AH - 0D0CH	Jump if overflow didn't occur.
0D0DH	Return if the double precision value is equal to zero.
0D0EH - 0D10H	Load register A with the value of the rounding byte at the location of the starting address of REG1 minus one.
0D11H	Check to see if there is a bit to be shifted into the double precision value in REG1.
0D12H - 0D14H	Go move the bit into the double precision value if necessary.
0D15H - 0D17H	Load register pair HL with the address of the sign for the result.
0D18H	Load register A with the value of the sign for the result at the location of the memory pointer in register pair HL.
0D19H - 0D1AH	Mask the value of the sign for the result in register A.
0D1BH	Decrement the value of the memory pointer in register pair HL so that it points to the exponent in REG1.
0D1CH	Decrement the value of the memory pointer in register pair HL so that it points to the MSB in REG1.
0D1DH	Combine the value of the MSB of the double precision value in REG1 at the location of the memory pointer in register pair HL with the value of the sign for the result in register A.

0D1EH	Save the adjusted MSB of the double precision value in register A at the location of the memory pointer in register pair HL.
0D1FH	Return.
0D20H - 0D32H	DOUBLE PRECISION MATH ROUTINE
0D20H - 0D22H	Load register pair HL with the starting address in REG1.
0D23H - 0D24H	Load register B with the number of bytes to be bumped for the double precision value in REG1.
0D25H	Bump the value at the location of the memory pointer in register pair HL.
0D26H	Return if the value at the location of the memory pointer in register pair HL isn't equal to zero.
0D27H	Bump the value of the memory pointer in register pair HL.
0D28H	Decrement the value of the byte counter in register B.
0D29H - 0D2AH	Loop till all of the necessary bytes have been bumped.
0D2BH	Bump the value of the exponent at the location of the memory pointer in register pair HL.
0D2CH - 0D2EH	Go to the Level II BASIC error routine and display an OV ERROR message if the exponent for the double precision value in REG1 is too large.
0D2FH	Decrement the value of the memory pointer in register pair HL.
0D30H - 0D31H	Save a new MSB at the location of the memory pointer in register pair HL.
0D32H	Return.
0D33H - 0D44H	DOUBLE PRECISION MATH ROUTINE
0D33H - 0D35H	Load register pair HL with the starting address of REG2.
0D36H - 0D38H	Load register pair DE with the starting address of REG1.
0D39H - 0D3AH	Load register C with the number of bytes to be added.
0D3BH	Clear the Carry flag.

0D3CH	Load register A with the value in REG1 at the location of the memory pointer in register pair DE.
0D3DH	Add the value in REG2 at the location of the memory value in register A.
0D3EH	Save the result in register A in REG1 at the location of the memory pointer in register pair DE.
0D3FH	Bump the value of the memory pointer in register pair DE.
0D40H	Bump the value of the memory pointer in register pair HL.
0D41H	Decrement the number of bytes to be added in register C.
0D42H - 0D43H	Loop till all of the bytes for the double precision values have been added.
0D44H	Return.
0D45H - 0D56H	DOUBLE PRECISION MATH ROUTINE
0D45H - 0D47H	Load register pair HL with the starting address of REG2.
0D48H - 0D4AH	Load register pair DE with the starting address of REG1.
0D4BH - 0D4CH	Load register C with the number of bytes to be subtracted.
0D4DH	Clear the Carry flag.
0D4EH	Load register A with the value in REG1 at the location of the memory pointer in register pair DE.
0D4FH	Subtract the value in REG2 at the location of the memory pointer in register pair HL from the value in register A.
0D50H	Save the result in register A in REG1 at the location of the memory pointer in register pair DE.
0D51H	Bump the value of the memory pointer in register pair DE.
0D52H	Bump the value of the memory pointer in register pair HL.
0D53H	Decrement the number of bytes to be subtracted for the double precision values in register C.
0D54H - 0D55H	Loop till all of the bytes for the double precision values have been subtracted.

0D56H	Return.
0D57H - 0D68H	DOUBLE PRECISION MATH ROUTINE
0D57H	Load register A with the value of the sign at the location of the memory pointer in register pair HL.
0D58H	Complement the value of the sign in register A.
0D59H	Save the value of the sign in register A at the location of the memory pointer in register pair HL.
0D5AH - 0D5CH	Load register pair HL with the starting address of REG1 minus one.
0D5DH - 0D5EH	Load register B with the number of bytes to be reversed.
0D5FH	Zero register A.
0D60H	Load register C with the value in register A.
0D61H	Load register A with the value in register C.
0D62H	Subtract the value at the location of the memory pointer in register pair HL from the value in register A.
0D63H	Save the reversed value in register A at the location of the memory pointer in register pair HL.
0D64H	Bump the value of the memory pointer in register pair HL.
0D65H	Decrement the number of bytes to be reversed in register B.
0D66H - 0D67H	Loop till all of the bytes for the double precision number in REG1 have been reversed.
0D68H	Return.
0D69H - 0D8FH	DOUBLE PRECISION MATH ROUTINE
0D69H	Save the MSB of the double precision value in register C at the location of the memory pointer in register pair HL.
0D6AH	Save the value of the memory pointer in register pair HL on the stack.
0D6BH - 0D6CH	Subtract 8 from the number of bits to be shifted from the number of bits to be shifted in register A.
0D6DH - 0D6EH	Jump if there are less than 8 bits to be shifted.

0D6FH	Get the value of the memory pointer from the stack and put it in register pair HL.
0D70H	Save the value of the memory pointer in register pair HL on the stack.
0D71H - 0D73H	Load register pair DE with the number of bytes to be shifted and the value to be shifted into the double precision value.
0D74H	Load register C with the value at the location of the memory pointer in register pair HL.
0D75H	Save the value in register E at the location of the memory pointer in register pair HL.
0D76H	Load register E with the value in register C.
0D77H	Decrement the value of the memory pointer in register pair HL.
0D78H	Decrement the number of bytes shifted in register D.
0D79H - 0D7AH	Loop till all of the bytes have been shifted.
0D7BH - 0D7CH	Loop till there are less than 8 bits to be shifted.
0D7DH - 0D7EH	Adjust the number of bits to be shifted in register A so that it holds the correct value.
0D7FH	Load register D with the number of bits to be shifted in register A.
0D80H	Zero register A.
0D81H	Get the value of the memory pointer from the stack and put it in register pair HL.
0D82H	Decrement the number of bits to be shifted in register D.
0D83H	Return if all of the bits have been shifted.
0D84H	Save the value of the memory pointer in register pair HL on the stack.
0D85H - 0D86H	Load register E with the number of bytes to be shifted.
0D87H	Load register A with the value at the location of the memory pointer in register pair HL.
0D88H	Shift the value in register A.
0D89H	Save the adjusted value in register A at the location of the memory pointer in register pair HL.

0D8AH	Decrement the value of the memory pointer in register pair HL.
0D8BH	Decrement the number of bytes to be shifted in register E.
0D8CH - 0D8DH	Loop till all of the bytes have been shifted.
0D8EH - 0D8FH	Loop till all of the bits have been shifted.
0D90H - 0D96H	DOUBLE PRECISION MATH ROUTINE
0D90H - 0D92H	Load register pair HL with the address of the MSB of the double precision value in REG1.
0D93H - 0D94H	Load register D with the number of bits to be shifted.
0D95H - 0D96H	Jump.
0D97H - 0DA0H	DOUBLE PRECISION MATH ROUTINE
0D97H - 0D98H	Load register C with the number of bytes to be shifted.
0D99H	Load register A with the value at the location of the memory pointer in register pair HL.
0D9AH	Shift the value in register A.
0D9BH	Save the shifted value in register A at the location of the memory pointer in register pair HL.
0D9CH	Bump the value of the memory pointer in register pair HL.
0D9DH	Decrement the byte counter in register C.
0D9EH - 0D9FH	Loop till all of the bytes have been shifted.
0DA0H	Return.
0DA1H - 0DD3H	DOUBLE PRECISION MULTIPLICATION
0DA1H - 0DA3H	Go check to see if the value in REG1 is equal to zero.
0DA4H	Return if the double precision value in REG1 is equal to zero.
0DA5H - 0DA7H	Go figure the new exponent.
0DA8H - 0DAAH	Go move the double precision value in REG1 to a temporary work area.
0DABH	Zero the location at the current value of the memory pointer in register pair HL.

ODACH	Bump register pair DE so that it points to the LSB of the double precision value in the temporary work area.
ODADH - ODAEH	Load register B with the number of bytes to be figured.
ODAFH	Load register A with the value at the location of the memory pointer in register pair DE.
ODBOH	Bump the value of the memory pointer in register pair DE.
ODB1H	Check to see if the value in register A is equal to zero.
ODB2H	Save the value of the memory pointer in register pair DE on the stack.
ODB3H - ODB ⁴ H	Jump if the value in register A is equal to zero.
ODB5H - ODB6H	Load register C with the number of bits to be shifted.
ODB7H	Save the value in register pair BC on the stack.
ODB8H	Shift the value in register A one place to the right.
ODB9H	Load register B with the value in register A.
ODBAH - ODBCH	Go add the value in REG2 to the total in REG1 if bit zero of register A was set.
ODBDH - ODBFH	Go shift the value of the total in REG1.
ODCOH	Load register A with the adjusted value in register B.
ODC1H	Get the value from the stack and put it in register pair BC.
ODC2H	Decrement the number of bits to be shifted in register C.
ODC3H - ODC ⁴ H	Loop until all of the bits have been shifted.
ODC5H	Get the value from the stack and put it in register pair DE.
ODC6H	Decrement the number of bytes to be figured in register B.
ODC7H - ODC8H	Loop until all of the bytes have been figured.
ODC9H - ODCBH	Jump.
ODCCH - ODCEH	Load register pair HL with the address of the MSB in REG1.

0DCFH - 0DD1H Go shift the double precision total in REG1.
 0DD2H - 0DD3H Jump.
 0DD4H - 0ddbH **DOUBLE PRECISION
CONSTANT STORAGE AREA**
 0DD4H - 0ddbH A double precision constant equal to 10.0 is stored here.
 0DDCH - 0DE4H **DOUBLE PRECISION MATH ROUTINE**
 0DDCH - 0DDEH Load register pair DE with the starting address of the double precision constant stored above.
 0DDFH - 0DE1H Load register pair HL with the starting address of REG2.
 0DE2H - 0DE4H Go move the double precision constant into REG2.
 0DE5H - 0E38H **DOUBLE PRECISION DIVISION**
 0DE5H - 0DE7H Load register A with the value of the exponent for the double precision value in REG2.
 0DE8H Check to see if the double precision value in REG2 is equal to zero.
 0DE9H - 0DEBH Go to the Level II BASIC error routine and display a /0 ERROR message if the double precision value in REG2 is equal to zero.
 0DECH - 0DEEH Go figure the value of the new exponent.
 0DEFH Bump the value of the exponent in REG1.
 0DF0H Bump the value of the exponent in REG1.
 0DF1H - 0DF3H Go move the double precision value from REG1 into the temporary work area.
 0DF4H - 0DF6H Load register pair HL with the address of the exponent in the temporary work area.
 0DF7H Zero the value of the exponent in the temporary work area at the location of the memory pointer in register pair HL.
 0DF8H Zero register B.
 0DF9H - 0DFBH Load register pair DE with the starting address of the double precision value in the temporary work area.
 0DFCH - 0DFEH Load register pair HL with the starting address of the double precision value in REG2.
 0DFFH - 0E01H Go subtract the double precision value in REG2 from

the double precision value in the temporary work area.

- 0E02H Load register A with the value at the location of the memory pointer in register pair DE.
- 0E03H Subtract the value in register C from the value in register A.
- 0E04H Complement the value of the Carry flag.
- 0E05H - 0E06H Jump if the double precision value in REG2 is greater than the double precision value in the temporary work area.
- 0E07H - 0E09H Load register pair DE with the starting address of the double precision value in the temporary work area.
- 0E0AH - 0E0CH Load register pair HL with the starting address of the double precision value in REG2.
- 0E0DH - 0E0FH Go add the double precision value in REG2 to the double precision value in the temporary work area.
- 0E10H Zero register A.
- 0E12H Save the value of the exponent in register A at the location of the memory pointer in register pair DE.
- 0E13H Bump the counter in register B.
- 0E14H - 0E16H Load register A with the value of the MSB of the total in REG1.
- 0E17H Bump the value of the MSB for the double precision result in register A.
- 0E18H Decrement the value of the MSB for the double precision result in register A.
- 0E19H Put the value of the Carry flag into register A as the sign bit.
- 0E1AH - 0E1CH Jump if the sign bit was set.
- 0E1DH Put the sign bit in register A back into the Carry flag.
- 0E1EH - 0E20H Load register pair HL with the starting address of the double precision result in REG1.
- 0E21H - 0E22H Load register C with the number of bytes to be shifted.
- 0E23H - 0E25H Go shift the double precision result in REG1.
- 0E26H - 0E28H Load register pair HL with the starting address of

the double precision value in the temporary work area.

0E29H - 0E2BH Go shift the double precision value in the temporary work area.

0E2CH Load register A with the value of the counter in register B.

0E2DH Check to see if the value of the counter in register A is equal to zero.

0E2EH - 0E2FH Loop till done if the value of the counter in register A isn't equal to zero.

0E30H - 0E32H Load register pair HL with the address of the exponent for the double precision result in REG1.

0E33H Decrement the value of the exponent for the double precision result in REG1 at the location of the memory pointer in register pair HL.

0E34H - 0E35H Loop till done if overflow didn't occur.

0E36H - 0E38H Go to the Level II BASIC error routine and display an OV ERROR message if the exponent for the result in REG1 is too small.

0E39H - 0E4CH **DOUBLE PRECISION MATH ROUTINE**

0E39H Load register A with the MSB of the double precision value in REG2 in register C.

0E3AH - 0E3CH Save the MSB of the double precision value in REG2 in register A.

0E3DH Decrement the value of the memory pointer in register pair HL.

0E3EH - 0E40H Load register pair DE with the starting address of the temporary work area.

0E41H - 0E43H Load register B with the number of bytes to be moved and zero register C.

0E44H Load register A with the value at the location of the memory pointer in register pair HL.

0E45H Save the value in register A at the location of the memory pointer in register pair DE.

0E46H Zero the location of the memory pointer in register pair HL.

0E47 Decrement the value of the memory pointer in register pair DE.

0E48H	Decrement the value of the memory pointer in register pair HL.
0E49H	Decrement the value of the byte counter in register B.
0E4AH - 0E4BH	Loop till the double precision value has been moved to the temporary work area.
0E4CH	Return.
0E4DH - 0E64H	LEVEL II BASIC MATH ROUTINE
0E4DH - 0E4FH	Go move the value in REG1 to REG2.
0E50H	Load register pair HL with the value of the memory pointer in register pair DE.
0E51H	Decrement the value of the memory pointer in register pair HL.
0E52H	Load register A with the value of the exponent in REG1 at the location of the memory pointer in register pair HL.
0E53H	Check to see if the value in REG1 is equal to zero.
0E54H	Return if the value in REG1 is equal to zero.
0E55H - 0E56H	Add two to the value of the exponent in register A.
0E57H - 0E59H	Go to the Level II BASIC error routine and display an OV ERROR message if the adjusted exponent in register A is too large.
0E5AH	Save the adjusted exponent in register A in REG1 at the location of the memory pointer in register pair HL.
0E5BH	Save the value of the memory pointer in register pair HL on the stack.
0E5CH - 0E5EH	Go add the double precision value in REG2 to the double precision value in REG1.
0E5FH	Get the value of the memory pointer from the stack and put it in register pair HL.
0E60H	Bump the value of the exponent for the double precision value in REG1 at the location of the memory pointer in register pair HL.
0E61H	Return if overflow didn't occur.
0E62H - 0E64H	Go to the Level II BASIC error routine and display an OV ERROR message if the exponent in REG1 at

the location of the memory pointer in register pair HL is too large.

0E65H - 0F88H ASCII TO BINARY

0E65H - 0E67H Go zero the exponent in REG1.

0E68H - 0E6AH Go set the current number type flag to double precision.

0E6CH Zero register A.

0E6DH Load register pair DE with the current input buffer pointer in register pair HL.

0E6EH - 0E70H Load register pair BC with a zero and a negative one.

0E71H Load register H with zero.

0E72H Load register L with zero.

0E73H - 0E75H Go set the current number type flag to integer if the routine was entered from 0E6CH.

0E76H Load register pair HL with the input buffer pointer in register pair DE.

0E77H Load register A with the character at the location of the current input buffer pointer in register pair HL.

0E78H - 0E79H Check to see if the character at the location of the current input buffer pointer in register A is a minus sign (-).

0E7AH Save the value in register pair AF on the stack.

0E7BH - 0E7DH Jump if the character at the location of the current input buffer pointer in register A is a minus sign (-).

0E7EH - 0E7FH Check to see if the character at the location of the current input buffer pointer in register A is a plus sign (+).

0E80H - 0E81H Jump if the character at the location of the current input buffer pointer in register A is a plus sign (+).

0E82H Decrement the value of the current input buffer pointer in register pair HL.

0E83H Go bump the current input buffer pointer in register pair HL till it points to the next character.

0E84H - 0E86H Jump if the character at the location of the current input buffer pointer in register A is numeric.

0E87H - 0E88H Check to see if the character at the location of the

current input buffer pointer in register A is a decimal point (.).

- 0E89H - 0E8BH Jump if the character at the location of the current input buffer pointer in register A is a decimal point (.).
- 0E8CH - 0E8DH Check to see if the character at the location of the current input buffer pointer in register A is an E.
- 0E8EH - 0E8FH Jump if the character at the location of the current input buffer pointer in register A is an E.
- 0E90H - 0E91H Check to see if the character at the location of the current input buffer pointer in register A is a %.
- 0E92H - 0E94H Jump if the character at the location of the current input buffer pointer in register A is a %.
- 0E95H - 0E96H Check to see if the character at the location of the current input buffer pointer in register A is a #.
- 0E97H - 0E99H Jump if the character at the location of the current input buffer pointer in register A is a #.
- 0E9AH - 0E9BH Check to see if the character at the location of the current input buffer pointer in register A is an !.
- 0E9CH - 0E9EH Jump if the character at the location of the current input buffer pointer in register A is an !.
- 0E9FH - 0EA0H Check to see if the character at the location of the current input buffer pointer in register A is a D.
- 0EA1H - 0EA2H Jump if the character at the location of the current input buffer pointer in register A isn't a D.
- 0EA3H Set the flags according to the value of the character at the location of the current input buffer pointer in register A.
- 0EA4H - 0EA6H Go convert the current value in REG1 to either single precision or double precision.
- 0EA7H Save the current input buffer pointer in register pair HL on the stack.
- 0EA8H - 0EAAH Load register pair HL with the return address.
- 0EABH Exchange the return address in register pair HL with the value of the current input buffer pointer in register pair HL.
- 0EACH Go bump the current input buffer pointer in register pair HL till it points to the next character.
- 0EADH Decrement the value in register D.

0EAEH - 0EAFH	Check to see if the character at the location of the current input buffer pointer in register A is a minus sign token (CEH).
0EB0H	Return if the character at the location of the current input buffer pointer in register A is a minus sign token (CEH).
0EB1H - 0EB2H	Check to see if the character at the location of the current input buffer pointer in register A is a minus sign (-).
0EB3H	Return if the character at the location of the current input buffer pointer in register A is a minus sign (-).
0EB4H	Bump the value in register D.
0EB5H - 0EB6H	Check to see if the character at the location of the current input buffer pointer in register A is a plus sign token (CDH.)
0EB7H	Return if the character at the location of the current input buffer pointer in register A is a plus sign token (CDH).
0EB8H - 0EB9H	Check to see if the character at the location of the current input buffer pointer in register A is a plus sign (+).
0EBBH	Return if the character at the location of the current input buffer pointer in register A is a plus sign (+).
0EBAH	Decrement the value of the input buffer pointer in register pair HL.
0EBCH	Get the value from the stack and put it in register pair AF.
0EBDH	Go bump the current input buffer pointer in register pair HL till it points to the next character.
0EBEH - 0EC0H	Jump if the character at the location of the input buffer pointer in register A is numeric.
0EC1H	Bump the value in register D.
0EC2H - 0EC3H	Jump if the exponent is positive.
0EC4H	Zero register A.
0EC5H	Subtract the value of the exponent in register E from register A.
0EC6H	Load register E with the value of the exponent in register A.

0EC7H	Save the current input buffer pointer in register pair HL on the stack.
0EC8H	Load register A with the value of the exponent in register E.
0EC9H	Subtract the value in register B from the exponent in register A.
0ECAH - 0ECCH	Go multiply the current value by ten if necessary.
0ECDH - 0ECFH	Go divide the current value by ten if necessary.
0ED0H - 0ED1H	Loop till the value is adjusted correctly.
0ED2H	Get the value of the current input buffer pointer from the stack and put it in register pair HL.
0ED3H	Get the value from the stack and put it in register pair AF.
0ED4H	Save the value of the current input buffer pointer in register pair HL on the stack.
0ED5H - 0ED7H	Go convert the current value to negative if necessary.
0ED8H	Get the value of the current input buffer pointer from the stack and put it in register pair HL.
0ED9H	Go check the current value of the number type flag.
0EDAH	Return if the current value of the number type flag isn't single precision.
0EDBH	Save the current value of the input buffer pointer in register pair HL on the stack.
0EDCH - 0EDEH	Load register pair HL with the return address.
0EDFH	Save the value of the return address in register pair HL on the stack.
0EE0H - 0EE2H	Go convert the current value in REG1 to an integer if possible.
0EE3H	Return.
0EE4H	Go check the current value of the number type flag.
0EE5H	Bump the value in register C.
0EE6H - 0EE7H	Jump if no need to convert the current value in REG1.
0EE8H - 0EEAH	Go convert the current value in REG1 to single

precision if the current value isn't double precision.

0EEBH - 0EEDH	Jump.
0EEH	Go check the current value of the number type flag.
0EEFH - 0EF1H	Go to the Level II BASIC error routine and display a SN ERROR message if the current value in REG1 is a single precision value or a double precision value.
0EF2H	Bump the value of the current input buffer pointer in register pair HL.
0EF3H - 0EF4H	Jump.
0EF5H	Set the flags according to the character at the location of the current input buffer pointer in register pair HL.
0EF6H - 0EF8H	Go convert the current value in REG1 to either single precision or double precision.
0EF9H - 0EFAH	Jump.
0EFBH	Save the value in register pair HL on the stack.
0EFCH	Save the value in register pair DE on the stack.
0EFDH	Save the value in register pair BC on the stack.
0EFEH	Save the value in register pair AF on the stack.
0EFFH - 0F01H	Go convert the current value in REG1 to single precision if necessary.
0F02H	Get the value from the stack and put it in register pair AF.
0F03H - 0F05H	Go convert the current value in REG1 to double precision if necessary.
0F06H	Get the value from the stack and put it in register pair BC.
0F07H	Get the value from the stack and put it in register pair DE.
0F08H	Get the value from the stack and put it in register pair HL.
0F09H	Return.
0FOAH	Return if the current value is an integer.
0FOBH	Save the value in register pair AF on the stack.
0FOCH	Go check the current value of the number type flag.

0F0DH	Save the value in register pair AF on the stack.
0F0EH - 0F10H	Go multiply the current value in REG1 by ten if it's single precision.
0F11H	Get the value from the stack and put it in register pair AF.
0F12H - 0F14H	Go multiply the current value in REG1 by ten if it's double precision.
0F15H	Get the value from the stack and put it in register pair AF.
0F16H	Decrement the value in register A.
0F17H	Return.
0F18H	Save the value in register pair DE on the stack.
0F19H	Save the value in register pair HL on the stack.
0F1AH	Save the value in register pair AF on the stack.
0F1BH	Go check the current value of the number type flag.
0F1CH	Save the value in register pair AF on the stack.
0F1DH - 0F1FH	Go divide the current value in REG1 by 10 if the current number type is single precision.
0F20H	Get the value from the stack and put it in register pair AF.
0F21H - 0F23H	Go divide the current value in REG1 by 10 if the current number type is double precision.
0F24H	Get the value from the stack and put it in register pair AF.
0F25H	Get the value from the stack and put it in register pair HL.
0F26H	Get the value from the stack and put it in register pair DE.
0F27H	Bump the value in register A.
0F28H	Return.
0F29H	Save the value in register pair DE on the stack.
0F2AH	Load register A with the value in register B.
0F2BH	Add the value in register C to the value in register A.

0F2CH	Load register B with the adjusted value in register A.
0F2DH	Save the value in register pair BC on the stack.
0F2EH	Save the value in register pair HL on the stack.
0F2FH	Load register A with the character at the location of the current input buffer pointer in register pair HL.
0F30H - 0F31H	Subtract 30H from the ASCII value in register A so that it will be binary.
0F32H	Save the adjusted value in register A on the stack.
0F33H	Go check the current value of the number type flag.
0F34H - 0F36H	Jump if the current value in REG1 isn't an integer.
0F37H - 0F39H	Load register pair HL with the integer value in REG1.
0F3AH - 0F3CH	Load register pair DE with 3277.
0F3DH	Go check to see if the integer value in register pair HL is greater than or equal to 3277.
0F3EH - 0F3FH	Jump if the integer value in register pair HL is greater than or equal to 3277.
0F40H	Load register D with the MSB of the integer value in register H.
0F41H	Load register E with the LSB of the integer value in register L.
0F42H	Multiply the integer value in register pair HL by two.
0F43H	Multiply the integer value in register pair HL by two. Register pair HL now holds the original integer value times four.
0F44H	Add the original integer value in register pair DE to the integer value in register pair HL. Register pair HL now holds the original integer value times five.
0F45H	Multiply the integer value in register pair HL by two. Register pair HL now holds the original integer value times ten.
0F46H	Get the binary value for the next character from the stack and put it in register A.
0F47H	Load register C with the value of the character in register A.

0F48H	Add the value of the character in register pair BC to the integer value in register pair HL.
0F49H	Load register A with the MSB of the integer value in register H.
0F4AH	Check to see if the sign bit is set.
0F4BH - 0F4DH	Jump if the sign bit is set in the integer value in register pair HL.
0F4EH - 0F50H	Save the integer value in register pair HL as the current integer value in REG1.
0F51H	Get the value from the stack and put it in register pair HL.
0F52H	Get the value from the stack and put it in register pair BC.
0F53H	Get the value from the stack and put it in register pair DE.
0F54H - 0F56H	Jump.
0F57H	Load register A with the binary value of the character in register C.
0F58H	Save the value in register A on the stack.
0F59H - 0F5BH	Go convert the current value in REG1 to single precision.
0F5CH	Set the Carry flag.
0F5DH - 0F5EH	Jump if the current value in REG1 is double precision.
0F5FH - 0F61H	Load register pair BC with the exponent and the MSB of a single precision constant.
0F62H - 0F64H	Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE now hold a single precision constant equal to 1E6.
0F65H - 0F67H	Check to see if the single precision value in REG1 is greater than or equal to 1E6.
0F68H - 0F6AH	Jump if the single precision value in REG1 is greater than or equal to 1E6.
0F6BH - 0F6DH	Go multiply the single precision value in REG1 by 10.
0F6EH	Get the binary value of the character from the stack and put it in register A.

- 0F6FH - 0F71H Go add the value in register A to the single precision value in REG1.
- 0F72H - 0F73H Jump.
- 0F74H - 0F76H Go convert the single precision value in REG1 to double precision.
- 0F77H - 0F79H Go multiply the double precision value in REG1 by ten.
- 0F7AH - 0F7CH Go move the double precision value in REG1 to REG2.
- 0F7DH Get the binary value for the character from the stack and put it in register A.
- 0F7EH - 0F80H Go convert the binary value in register A to single precision.
- 0F81H - 0F83H Go convert the single precision value in REG1 to double precision.
- 0F84H - 0F86H Go add the double precision value in REG2 to the double precision value in REG1.
- 0F87H - 0F88H Jump.
- 0F89H - 0F93H **SINGLE PRECISION MATH ROUTINE**
- 0F89H - 0F8BH Go move the current single precision value in REG1 to the stack.
- 0F8CH - 0F8EH Go convert the value in register A to single precision and return with the result in REG1.
- 0F8FH Get the exponent and the MSB for the single precision value from the stack and put it in register pair BC.
- 0F90H Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
- 0F91H - 0F93H Go add the single precision value in REG1 to the single precision value in register pairs BC and DE.
- 0F94H - 0FA6H **LEVEL II BASIC MATH ROUTINE**
- 0F94H Load register A with the value of the exponent in register E.
- 0F95H - 0F96H Check to see if the value of the exponent in register A is greater than or equal to 10.
- 0F97H - 0F98H Jump if the value of the exponent in register A is greater than or equal to 10.

0F99H	Multiply the value in register A by two.
0F9AH	Multiply the value in register A by two. Register A now holds the original value of the exponent times four.
0F9BH	Add the original value of the exponent in register E to the adjusted value of the exponent in register A.
0F9CH	Multiply the value in register A by two. Register A now holds the original value of the exponent times ten.
0F9DH	Add the value of the current character at the location of the input buffer pointer in register pair HL to the adjusted value in register A.
0F9EH - 0F9FH	Convert the adjusted value in register A to it's binary equivalent.
0FA0H	Load register E with the adjusted value in register A.
0FA2H - 0FA3H	Load register E with the maximum exponent.
0FA4H - 0FA6H	Jump.
0FA7H - 0FAEH	DISPLAY MESSAGE ROUTINE
0FA7H	Save the value in register pair HL on the stack.
0FA8H - 0FAAH	Load register pair HL with the starting address of the IN message.
0FABH - 0FADH	Go display the message pointed to by register pair HL.
0FAEH	Get the value from the stack and put it in register pair HL.
0FAFH - 0FBCH	CONVERT BINARY TO ASCII AND DISPLAY RESULT
0FAFH - 0FB1H	Go save the value in register pair HL as the current value in REG1.
0FB2H	Zero register A.
0FB3H - 0FB5H	Go initialize the input buffer for the ASCII conversion.
0FB6H	Set the flags.
0FB7H - 0FB9H	Go convert the integer value in REG1 to an ASCII string. Return with register pair HL pointing to the result.

0FBAH - 0FBCH	Go display the message pointed to by register pair HL.
0FBDH - 1363H	BINARY TO ASCII CONVERSION ROUTINE
0FBDH	Zero register A.
0FBEH - 0FC0H	Go initialize the input buffer for the ASCII conversion.
0FC1H - 0FC2H	Check the value of the edit flag in register A to see if the sign is to be included.
0FC3H - 0FC4H	Jump if the sign isn't to be included in the ASCII string.
0FC5H - 0FC6H	Save a plus sign (+) at the location of the input buffer pointer in register pair HL.
0FC7H	Load register pair DE with the value of the input buffer pointer in register pair HL.
0FC8H - 0FCAH	Go determine the value of the sign for the current value in REG1.
0FCBH	Load register pair HL with the input buffer pointer in register pair DE.
0FCCH - 0FCEH	Jump if the current value in REG1 is positive.
0FCFH - 0FDOH	Save a minus sign (-) at the location of the input buffer pointer in register pair HL.
0FD1H	Save the value in register pair BC on the stack.
0FD2H	Save the value in register pair HL on the stack.
0FD3H - 0FD5H	Go convert the negative value in REG1 to it's positive equivalent.
0FD6H	Get the value from the stack and put it in register pair HL.
0FD7H	Get the value from the stack and put it in register pair HL.
0FD8H	Set the flags.
0FD9H	Bump the input buffer pointer in register pair HL.
0FDAH - 0FDBH	Save an ASCII zero (0) at the location of the input buffer pointer in register pair HL.
0FDC H - 0FDEH	Load register A with the value of the edit flag.
0FDFH	Load register D with the value of the edit flag in register A.

0FE0H	Move the edit on/off bit in register A into the Carry flag.
0FE1H - 0FE3H	Load register A with the value of the current number type flag.
0FE4H - 0FE6H	Jump if value is to be edited.
0FE7H - 0FE9H	Jump if no edit.
0FEAH - 0FEBH	Check to see if the current value in REG1 is single or double precision.
0FECH - 0FEEH	Jump if the current value in REG1 is single or double precision.
0FEFH - 0FF1H	Load register pair BC with zero.
0FF2H - 0FF4H	Go convert the integer value in REG1 to an ASCII string.
0FF5H - 0FF7H	Load register pair HL with the starting address of the input buffer.
0FF8H	Load register B with the character at the location of the input buffer pointer in register pair HL.
0FF9H - 0FFAH	Load register C with a space character.
0FFBH - 0FFDH	Load register A with the value of the edit flag.
0FFEH	Load register E with the value of the edit flag in register A.
0FFFH - 1000H	Check the value of the edit flag in register A to see if leading * are to be printed.
1001H - 1002H	Jump if leading * aren't to be included in the ASCII string.
1003H	Load register A with the character at the location of the input buffer pointer in register B.
1004H	Check to see if the character at the location of the input buffer pointer in register A is a space.
1005H - 1006H	Load register C with an * character.
1007H - 1008H	Jump if the character at the location of the input buffer pointer in register A isn't a space.
1009H	Load register B with the * character in register C.
100AH	Save the * character in register C at the location of the input buffer pointer in register pair HL.

100BH	Go bump the input buffer pointer in register pair HL till it points to the next character.
100CH - 100DH	Jump if the character at the location of the input buffer pointer in register pair HL is the end of the input buffer character (00H).
100EH - 100FH	Check to see if the character at the location of the input buffer pointer in register A is an E.
1010H - 1011H	Jump if the character at the location of the input buffer pointer in register A is an E.
1012H - 1013H	Check to see if the character at the location of the input buffer pointer in register A is a D.
1014H - 1015H	Jump if the character at the location of the input buffer pointer in register A is a D.
1016H - 1017H	Check to see if the character at the location of the input buffer pointer in register A is a D.
1018H - 1019H	Jump if the character at the location of the input buffer pointer in register A is a 0.
101AH - 101BH	Check to see if the character at the location of the input buffer pointer in register A is a comma.
101CH - 101DH	Jump if the character at the location of the input buffer pointer in register A is a comma.
101EH - 101FH	Check to see if the character at the location of the input buffer pointer in register A is a decimal point.
1020H - 1021H	Jump if the character at the location of the input buffer pointer in register A isn't a decimal point.
1022H	Decrement the value of the input buffer pointer in register pair HL.
1023H - 1024H	Save a zero character (0) at the location of the input buffer pointer in register pair HL.
1025H	Load register A with the value of the edit flag in register E.
1026H - 1027H	Check to see if a \$ is to be included in the ASCII string.
1028H - 1029H	Jump if a \$ isn't to be included in the ASCII string.
102AH	Decrement the value of the input buffer pointer in register pair HL.
102BH - 102CH	Save a \$ character at the location of the input buffer pointer in register pair HL.

102DH	Load register A with the value of the input flag in register E.
102EH - 102FH	Check to see if the sign is to follow the ASCII string.
1030H	Return if the sign isn't to follow the ASCII string.
1031H	Decrement the value of the input buffer pointer in register pair HL.
1032H	Save the character in register B at the location of the input buffer pointer in register pair HL.
1033H	Return.
1034H - 1036H	Save the value of the edit flag in register A.
1037H - 1039H	Load register pair HL with the starting address of the input buffer.
103AH - 103BH	Save a space at the location of the input buffer pointer in register pair HL.
103CH	Return.
103DH - 103EH	Set the Carry flag according to whether the current value in REG1 is single precision or double precision.
103FH	Save the value in register pair HL on the stack.
1040H - 1041H	Adjust the value of the number type in register A.
1042H	Multiply the value of the number type in register A by two.
1043H	Load register D with the adjusted value of the number type in register A.
1044H	Bump the value of the number type in register D.
1045H - 1047H	Go adjust the current value in REG1.
1048H - 104AH	Load register pair BC with a default value.
104BH	Add the value in register D to the value in register A.
104CH - 104EH	Jump if the number of digits in register A is too large.
104FH	Bump the value in register D.
1050H	Check to see if the number of digits in register A is equal to the value in register D.
1051H - 1052H	Jump if the number of digits in register A is greater than or equal to the value in register D.

1053H	Bump the number of digits in register A.
1054H	Load register B with the number of digits in register A.
1055H - 1056H	Load register A with a two.
1057H - 1058H	Make register A equal to zero.
1059H	Get the value from the stack and put it in register pair HL.
105AH	Save the value in register pair AF on the stack.
105BH - 105DH	Go put a comma or decimal point in the input buffer if necessary.
105EH - 105FH	Save a zero (0) character at the location of the input buffer pointer in register pair HL.
1060H - 1062H	Go bump the value of the input buffer pointer in register pair HL if necessary.
1063H - 1065H	Go convert the binary value in REG1 to ASCII.
1066H	Decrement the value of the input buffer pointer in register pair HL.
1067H	Load register A with the value at the location of the input buffer pointer in register pair HL.
1068H - 1069H	Check to see if the value in register A is a zero character.
106AH - 106BH	Loop till the character at the location of the input buffer pointer in register pair HL is not a zero character.
106CH - 106DH	Check to see if the character at the location of the input buffer pointer in register A is a decimal point.
106EH - 1070H	Go bump the value of the input buffer pointer in register pair HL if the character in register A isn't a decimal point.
1071H	Get the value from the stack and put it in register pair HL.
1072H - 1073H	Jump if done.
1074H	Save the value in register pair AF on the stack.
1075H	Go check the current value of the number type flag.
1076H - 1077H	Load register A with the starting value for a D or E character.

1078H	Multiply the value of the character in register A by two and add in the value of the Carry flag from the number type flag test. Register A will now be equal to a D or an E depending on the current value of the number type flag.
1079H	Save the character in register A at the location of the input buffer pointer in register pair HL.
107AH	Bump the value of the input buffer pointer in register pair HL.
107BH	Get the value of the exponent from the stack and put it in register A.
107CH - 107DH	Save a plus sign at the location of the input buffer pointer in register pair HL.
107EH - 1080H	Jump if the exponent is positive.
1081H - 1082H	Save a minus sign at the location of the input buffer pointer in register pair HL.
1083H	Reverse the value of the exponent in register A.
1084H	Bump the value of the exponent in register A so that it will be positive.
1085H - 1086H	Load register B with an ASCII zero minus one.
1087H	Bump the value of the ASCII character in register B.
1088H - 1089H	Subtract ten from the value of the exponent in register A.
108AH - 108BH	Loop till the value of the exponent in register A is less than ten.
108CH - 108DH	Adjust the value of the remainder in register A so that it will be an ASCII character.
108EH	Bump the value of the input buffer pointer in register pair HL.
108FH	Save the ASCII character in register B at the location of the input buffer pointer in register pair HL.
1090H	Bump the value of the input buffer pointer in register pair HL.
1091H	Save the value of the ASCII character in register A at the location of the input buffer pointer in register pair HL.
1092H	Bump the value of the input buffer pointer in register pair HL.

1093H - 1094H	Save an end of the ASCII string character at the location of the input buffer pointer in register pair HL.
1095H	Load register pair DE with the value of the input buffer pointer in register pair HL.
1096H - 1098H	Load register pair HL with the starting address of the ASCII string.
1099H	Return.
109AH	Bump the value of the input buffer pointer in register pair HL.
109BH	Save the value in register pair BC on the stack.
109CH - 109DH	Check to see if the current number type in REG1 is single or double precision.
109EH	Load register A with the value of the edit flag in register D.
109FH - 10A1H	Jump if the current value in REG1 is either single precision or double precision.
10A2H	Put the value of the exponential notation flag into the Carry flag.
10A3H - 10A5H	Jump if exponential notation is requested.
10A6H - 10A8H	Load register pair BC with a default value.
10A9H - 10ABH	Go check to see if commas are requested.
10ACH	Get the value from the stack and put it in register pair DE.
10ADH	Load register A with the number of digits requested to the left of the decimal point in register D.
10AEH - 10AFH	Subtract the maximum number of digits to the left of the decimal point from the number of digits to the left of the decimal point requested.
10B0H - 10B2H	Go put leading zeros into the input buffer if the number of digits to the left of the decimal point requested is greater than the number of digits to the left of the decimal point for the maximum length of an integer value.
10B3H - 10B5H	Go convert the integer value in REG1 to an ASCII string.
10B6H	Load register A with the number of digits to the right of the decimal point requested in register E.

10B7H	Check to see if there are any digits to the right of the decimal point requested.
10B8H - 10BAH	Go decrement the value of the input buffer pointer in register pair HL if there are no digits to the right of the decimal point requested.
10BBH	Decrement the number of digits to the right of the decimal point in register A.
10BCH - 10BEH	Go add trailing zeros to the ASCII string if necessary.
10BFH	Save the value in register pair HL on the stack.
10C0H - 10C2H	Go edit the ASCII string in the input buffer.
10C3H	Get the value from the stack and put it in register pair HL.
10C4H - 10C5H	Jump if the sign follows the ASCII string.
10C6H	Save the character in register B at the location of the input buffer pointer in register pair HL.
10C7H	Bump the value of the input buffer pointer in register pair HL.
10C8H - 10C9H	Save an end of the ASCII string character at the location of the input buffer pointer in register pair HL.
10CAH - 10CCH	Load register pair HL with the starting address of the input buffer pointer.
10CDH	Bump the value of the input buffer pointer in register pair HL.
10CEH - 10D0H	Load register A with the LSB of the address of the decimal point for the ASCII string.
10D1H	Subtract the LSB of the input buffer pointer address in register L from the value in register A.
10D2H	Subtract the number of digits to the left of the decimal point in register D from the adjusted value in register A.
10D3H	Return if the input buffer pointer in register pair HL points to the start of the ASCII string.
10D4H	Load register A with the character at the location of the input buffer pointer in register pair HL.
10D5H - 10D6H	Check to see if the character at the location of the input buffer pointer in register A is a space.

10D7H - 10D8H	Jump if the character at the location of the input buffer pointer in register pair HL is a space.
10D9H - 10DAH	Check to see if the character at the location of the input buffer pointer in register A is a *.
10DBH - 10DCH	Jump if the character at the location of the input buffer pointer in register A is a *.
10DDH	Decrement the value of the input buffer pointer in register pair HL.
10DEH	Save the value of the input buffer pointer in register pair HL on the stack.
10DFH	Save the value in register pair AF on the stack.
10E0H - 10E2H	Load register pair BC with the return address.
10E3H	Save the return address in register pair BC on the stack.
10E4H	Go bump the value of the input buffer pointer in register pair HL till it points to the next character.
10E5H - 10E6H	Check to see if the character at the location of the input buffer pointer in register A is a minus sign.
10E7H	Return if the character at the location of the input buffer pointer in register A is a minus sign.
10E8H - 10E9H	Check to see if the character at the location of the input buffer pointer in register A is a plus sign.
10EAH	Return if the character at the location of the input buffer pointer in register A is a plus sign.
10EBH - 10ECH	Check to see if the character at the location of the input buffer pointer in register A is a dollar sign.
10EDH	Return if the character at the location of the input buffer pointer in register A is a dollar sign.
10EEH	Get the return address from the stack and put it in register pair BC.
10EFH - 10F0H	Check to see if the character at the location of the input buffer pointer in register A is an ASCII zero.
10F1H - 10F2H	Jump if the character at the location of the input buffer pointer in register A isn't an ASCII zero.
10F3H	Bump the value of the input buffer pointer in register pair HL.
10F4H	Go bump the value of the input buffer pointer in register pair HL till it points to the next character.

10F5H - 10F6H	Jump if the character at the location of the input buffer pointer in register A isn't a numeric character.
10F7H	Decrement the value of the input buffer pointer in register pair HL.
10F9H	Decrement the value of the input buffer pointer in register pair HL.
10FAH	Save the character in register A at the location of the input buffer pointer in register pair HL.
10FBH	Get the value from the stack and put it in register pair AF.
10FCH - 10FDH	Loop till done.
10FEH	Get the value from the stack and put it in register pair BC.
10FFH - 1101H	Jump.
1102H	Get the value from the stack and put it in register pair AF.
1103H - 1104H	Loop till done.
1105H	Get the value from the stack and put it in register pair HL.
1106H - 1107H	Save a % character at the location of the input buffer pointer in register pair HL.
1108H	Return.
1109H	Save the value in register pair HL on the stack.
110AH	Check to see if exponential notation is requested by the edit flag in register A.
110BH - 110DH	Jump if exponential notation is requested by the edit flag in register A.
110EH - 110FH	Jump if the current value in REG1 is single precision.
1110H - 1112H	Load register pair DE with the address of the double precision value to be compared to the current value in REG1. Register pair DE points to a double precision constant equal to 1E16.
1113H - 1115H	Go compare the double precision constant pointed to by register pair DE to the double precision value in REG1.
1116H - 1117H	Load register D with the maximum length of a double precision value.

1118H - 111AH	Jump if the double precision value in REG1 is less than or equal to 1E16H.
111BH	Get the value from the stack and put it in register pair HL.
111CH	Get the value from the stack and put it in register pair BC.
111DH - 111FH	Go convert the double precision value in REG1 to an ASCII string.
1120H	Decrement the input buffer pointer in register pair HL.
1121H - 1122H	Save a % character at the location of the input buffer pointer in register pair HL.
1123H	Return.
1124H - 1126H	Load register pair BC with the exponent and the MSB of a single precision constant.
1127H - 1129H	Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE now hold a single precision constant equal to 1E16.
112AH - 112CH	Go compare the single precision constant in register pairs BC and DE to the single precision value in REG1.
112DH - 112FH	Jump if the single precision value in REG1 is greater than 1E16.
1130H - 1131H	Load register D with the maximum length of a single precision value.
1132H - 1134H	Go check the sign of the value in REG1.
1135H - 1137H	Go adjust the current value of REG1.
1138H	Get the value from the stack and put it in register pair HL.
1139H	Get the value from the stack and put it in register pair BC.
113AH - 113CH	Jump if the value in REG1 had to be multiplied to get it in range.
113DH	Save the value in register pair BC on the stack.
113EH	Load register E with the number of times the current value in REG1 was divided.

113FH	Load register A with the number of digits to the left of the decimal point requested.
1140H	Subtract the maximum length for the current number type in register D from the number of digits requested in register A.
1141H	Subtract the number of times the current value in REG1 was divided in register E from the adjusted value in register A.
1142H - 1144H	Go put leading zeros into the input buffer if necessary.
1145H - 1147H	Go figure the comma count and the position of the decimal point.
1148H - 114AH	Go convert the integer portion of the current value in REG1 to an ASCII string.
114BH	Check to see if there are any trailing zeros needed.
114CH - 114EH	Go put trailing zeros into the input buffer if necessary.
114FH	Check to see if commas or the decimal point is needed.
1150H - 1152H	Go put commas and the decimal point into the input buffer if necessary.
1153H	Get the value from the stack and put it in register pair DE.
1154H - 1156H	Jump.
1157H	Load register E with the number of times the current value in REG1 was multiplied.
1158H	Load register A with the number of digits requested to the right of the decimal point.
1159H	Check to see if any digits to the right of the decimal point was requested.
115AH - 115CH	Go decrement the number of digits requested to the right of the decimal point if necessary.
115DH	Add the number of times the current value was multiplied in register E to the number of digits to the right of the decimal point requested in register A.
115EH - 1160H	Jump if the value in REG1 must be adjusted.
1161H	Zero register A.

1162H	Save the value in register pair BC on the stack.
1163H	Save the value in register pair AF on the stack.
1164H - 1166H	Go divide the value in REG1 by ten if necessary.
1167H - 1169H	Loop till the value in REG1 is properly adjusted.
116AH	Get the value from the stack and put it in register pair BC.
116BH	Load register A with the number of times the value in REG1 was multiplied in register E.
116CH	Add the value in register B to the value in register A.
116DH	Get the value from the stack and put it in register pair BC.
116EH	Load register E with the adjusted value in register A.
116FH	Add the length of the maximum size for the current value in register D to the adjusted value in register A.
1170H	Add the number of digits requested for the left of the decimal point in register B to the adjusted value in register A.
1171H - 1173H	Jump if there are no digits to the left of the decimal point.
1174H	Subtract the maximum length for the current value in register D from the adjusted value in register A.
1175H	Subtract the value in register E from the adjusted value in register A.
1176H - 1178H	Go put leading zeros into the input buffer if necessary.
1179H	Save the value in register pair BC on the stack.
117AH - 117CH	Go determine the position of the decimal point and the comma count.
117DH - 117EH	Jump.
117FH - 1181H	Go put leading zeros into the input buffer if necessary.
1182H	Load register A with the number of bytes requested to the right of the decimal point in register C.
1183H - 1185H	Go put a decimal point into the input buffer.

1186H	Load register C with the number of digits requested to the right of the decimal point in register A.
1187H	Zero register A.
1188H	Subtract the maximum length for the current value in register D from the value in register A.
1189H	Subtract the value in register E from the adjusted value in register A.
118AH - 118CH	Go put zeros into the input buffer if necessary.
118DH	Save the value in register pair BC on the stack.
118EH	Load register B with the value in register A.
118FH	Load register C with the value in register A.
1190H - 1192H	Go convert the current value in REG1 to an ASCII string.
1193H	Get the value from the stack and put it in register pair BC.
1194H	Check to see if there are any digits to the right of the decimal point requested.
1195H - 1196H	Jump if there are digits to the right of the decimal point requested.
1197H - 1199H	Load register pair HL with the position of the decimal point.
119AH	Add the value in register E to the value in register A.
119BH	Decrement the adjusted value in register A.
119CH - 119EH	Go put zeros into the input buffer if necessary.
119FH	Load register D with the number of digits to the left of the decimal point requested in register B.
11A0H - 11A2H	Jump.
11A3H	Save the value in register pair HL on the stack.
11A4H	Save the value in register pair BC on the stack.
11A5H - 11A7H	Go convert the integer value in REG1 to a single precision value.
11A8H	Get the value from the stack and put it in register pair DE.
11A9H	Zero register A.

11AAH - 11ACH	Jump if the current value in REG1 is single precision.
11ADH - 11AEH	Load register E with the maximum length of a double precision value.
11B0H - 11B1H	Load register E with the maximum length of a single precision value.
11B2H - 11B4H	Go check the sign for the current value in REG1.
11B5H	Set the Carry flag.
11B6H - 11B8H	Go adjust the current value in REG1 if it's nonzero.
11B9H	Get the value from the stack and put it in register pair HL.
11BAH	Get the value from the stack and put it in register pair BC.
11BBH	Save the value in register pair AF on the stack.
11BCH	Load register A with the number of digits to the right of the decimal point requested in register C.
11BDH	Check to see if there are any digits to the right of the decimal point requested.
11BEH	Save the value in register pair AF on the stack.
11BFH - 11C1H	Go decrement the number of digits requested to the right of the decimal point in register A if necessary.
11C2H	Add the number of digits requested for the left of the decimal point in register B to the number of digits requested to the right of the decimal point in register A.
11C3H	Load register C with the adjusted value in register A.
11C4H	Load register A with the value of the edit flag in register D.
11C5H - 11C6H	Check to see if the sign is to follow the ASCII string.
11C7H - 11C8H	Set the Carry flag according to the sign following the ASCII string test.
11C9H	Adjust register A so that it will reflect the sign following the ASCII string test.
11CAH	Load register D with the value in register A.
11CBH	Add the value in register C to the value in register A.

11CCH	Load register C with the adjusted value in register A.
11CDH	Subtract the value in register E from the adjusted value in register A.
11CEH	Save the value in register pair AF on the stack.
11CFH	Save the value in register pair BC on the stack.
11D0H - 11D2H	Go divide the current value in REG1 by ten if necessary.
11D3H - 11D5H	Loop till the current value in REG1 is properly adjusted.
11D6H	Get the value from the stack and put it in register pair BC.
11D7H	Get the value from the stack and put it in register pair AF.
11D8H	Save the value in register pair BC on the stack.
11D9H	Save the value in register pair AF on the stack.
11DAH - 11DCH	Jump if the value in register A is negative.
11DDH	Zero register A.
11DEH	Invert the value in register A.
11DFH	Bump the value in register A so that it will be positive.
11E0H	Add the number of digits requested to the left of the decimal point in register B to the adjusted value in register A.
11E1H	Bump the adjusted value in register A.
11E3H	Add the value of the maximum length for the current number type in register D to the adjusted value in register A.
11E4H - 11E5H	Load register C with zero.
11E6H - 11E8H	Go convert the current value in REG1 to an ASCII string.
11E9H	Get the value from the stack and put it in register pair AF.
11EAH - 11ECH	Go put zeros into the input buffer if necessary.
11EDH	Get the value from the stack and put it in register pair BC.

11EEH	Get the value from the stack and put it in register pair AF.
11EFH - 11F1H	Go decrement the input buffer pointer in register pair HL if necessary.
11F2H	Get the value from the stack and put it in register pair AF.
11F3H - 11F4H	Jump if the Carry flag was set during the first pass.
11F5H	Add the value in register E to the value in register A.
11F6H	Subtract the number of digits to the left of the decimal point requested in register B from the adjusted value in register A.
11F7H	Subtract the value in register D from the value in register A.
11F8H	Save the value in register pair BC on the stack.
11F9H - 11FBH	Go figure the value of the exponent for the current value in REG1.
11FCH	Load register pair HL with the value of the input buffer pointer in register pair DE.
11FDH	Get the value from the stack and put it in register pair DE.
11FEH - 1200H	Jump.
1201H	Save the value in register pair DE on the stack.
1202H	Zero register A.
1203H	Save the value in register pair AF on the stack.
1204H	Go check the current value of the number type flag.
1205H - 1207H	Jump if the current value in REG1 is single precision.
1208H - 120AH	Load register A with the value of the exponent for the double precision value in REG1.
120BH - 120CH	Check to see if the double precision value in REG1 uses more than 16 bits of precision for the integer portion of the double precision value.
120DH - 120FH	Jump if the double precision value in REG1 uses more than 16 bits of precision for it's integer portion.
1210H - 1212H	Load register pair DE with the starting address for the double precision constant equal to 1E10.

1213H - 1215H	Load register pair HL with the starting address for REG2.
1216H - 1218H	Go move the double precision constant into REG2.
1219H - 121BH	Go multiply the double precision value in REG1 by the double precision constant in REG2.
121CH	Get the value from the stack and put it in register pair AF.
121DH - 121EH	Subtract ten from the value in register A.
121FH	Save the value in register pair AF on the stack.
1220H - 1221H	Jump.
1222H - 1224H	Go compare the current value in REG1 to 999999.5.
1225H	Go check the current value of the number type flag.
1226H - 1228H	Jump if the current value in REG1 is double precision.
1229H - 122BH	Load register pair BC with the exponent and the MSB of a single precision constant.
122CH - 122EH	Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE are now equal to a single precision constant of 99,999.945.
122FH - 1231H	Go compare the single precision value in REG1 to the single precision constant in register pairs BC and DE.
1232H - 1233H	Jump.
1234H - 1236H	Load register pair DE with the starting address of a double precision constant equal to 9.9921E14.
1237H - 1239H	Go compare the double precision constant pointed to by register pair DE to the double precision value in REG1.
123AH - 123CH	Jump if the current value in REG1 is greater than the constant compared to it.
123DH	Get the value from the stack and put it in register pair AF.
123EH - 1240H	Go multiply the current value in REG1 by ten.
1241H	Save the value in register pair AF on the stack.
1242H - 1243H	Jump.

1244H	Get the value from the stack and put it in register pair AF.
1245H - 1247H	Go divide the current value in REG1 by ten.
1248H	Save the value in register pair AF on the stack.
1249H - 124BH	Go check to see if the current value in REG1 is in range.
124CH	Get the value from the stack and put it in register pair AF.
124DH	Get the value from the stack and put it in register pair DE.
124EH	Return.
124FH	Go check the current value of the number type flag.
1250H - 1252H	Jump if the current value in REG1 is double precision.
1253H - 1255H	Load register pair BC with the exponent and the MSB of a single precision constant.
1256H - 1258H	Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE are now equal to a single precision constant of 999,999.5.
1259H - 125BH	Go compare the single precision constant in register pairs BC and DE to the single precision value in REG1.
125CH - 125DH	Jump.
125EH - 1260H	Load register pair DE with the starting address of a double precision constant equal to 1E16H.
1261H - 1263H	Go compare the double precision constant pointed to by register pair DE to the double precision value in REG1.
1264H	Get the return address from the stack and put it in register pair HL.
1265H - 1267H	Jump if the current value in REG1 isn't in range.
1268H	Jump.
1269H	Check to see if the value in register A is equal to zero.
126AH	Return if the value in register A is equal to zero.
126BH	Decrement the value in register A.

126CH - 126DH	Save a zero character at the location of the input buffer pointer in register pair HL.
126EH	Bump the input buffer pointer in register pair HL.
126FH - 1270H	Jump.
1271H - 1272H	Jump if not done.
1273H	Return if done.
1274H - 1276H	Go put decimal point and commas into the input buffer.
1277H - 1278H	Save a zero character at the location of the input buffer pointer in register pair HL.
1279H	Bump the input buffer pointer in register pair HL.
127AH	Decrement the counter in register A.
127BH - 127CH	Jump.
127DH	Load register A with the value in register E.
127EH	Add the number of digits in register D to the value in register A.
127FH	Bump the adjusted value in register A.
1280H	Load register B with the adjusted value in register A.
1281H	Bump the value in register A.
1282H - 1283H	Subtract three from the adjusted value in register A.
1284H - 1285H	Loop till the value in register A is divided by three.
1286H - 1287H	Adjust the value in register A for the comma count.
1288H	Load register C with the comma count in register A.
1289H - 128BH	Load register A with the value of the edit flag.
128CH - 128DH	Check to see if commas are requested.
128EH	Return if commas are requested.
128FH	Zero the comma counter in register C.
1290H	Return.
1291H	Decrement the decimal point counter in register B.
1292H - 1293H	Jump if the decimal point position hasn't been reached.

1294H - 1295H	Save a decimal point at the location of the input buffer pointer in register pair HL.
1296H - 1298H	Save the address of the decimal point position in register pair HL.
1299H	Bump the input buffer pointer in register pair HL.
129AH	Zero the comma counter in register C.
129BH	Return.
129CH	Decrement the comma counter in register C.
129DH	Return if this location doesn't need a comma.
129EH - 129FH	Save a comma at the location of the input buffer pointer in register pair HL.
12A0H	Bump the input buffer pointer in register pair HL.
12A1H - 12A2H	Set the comma counter in register C to three.
12A3H	Return.
12A4H	Save the value in register pair DE on the stack.
12A5H	Go check the current value of the number type flag.
12A6H - 12A8H	Jump if the current value in REG1 is single precision.
12A9H	Save the value in register pair BC on the stack.
12AAH	Save the value in register pair HL on the stack.
12ABH - 12ADH	Go move the double precision value in REG1 to REG2.
12AEH - 12BOH	Load register pair HL with the starting address of a double precision constant equal to 0.5.
12B1H - 12B3H	Go move the double precision value pointed to by register pair HL to REG1.
12B4H - 12B6H	Go add the double precision value in REG2 to the double precision value in REG1. Return with the double precision result in REG1.
12B7H	Zero register A.
12B8H - 12BAH	Go adjust the double precision result in REG1.
12BBH	Get the value from the stack and put it in register pair HL.

12BCH	Get the value from the stack and put it in register pair BC.
12BDH - 12BFH	Load register pair DE with the starting address of a series of double precision constants for the binary to ASCII conversion.
12C0H - 12C1H	Load register A with the number of times to divide the double precision value in REG1.
12C2H - 12C4H	Go put a comma or a decimal point into the input buffer if necessary.
12C5H	Save the value in register pair BC on the stack.
12C6H	Save the value in register pair AF on the stack.
12C7H	Save the value in register pair HL on the stack.
12C8H	Save the value in register pair DE on the stack.
12C9H - 12CAH	Load register B with the ASCII value for a zero character minus one.
12CBH	Bump the ASCII value for the digit in register B.
12CCH	Get the value from the stack and put it in register pair HL.
12CDH	Save the value in register pair HL on the stack.
12CEH - 12D0H	Go subtract the double precision value pointed to by register pair HL from the double precision value in REG1.
12D1H - 12D2H	Loop till the value of the digit is found.
12D3H	Get the value from the stack and put it in register pair HL.
12D4H - 12D6H	Go add the double precision value pointed to by register pair HL to the double precision remainder in REG1. Return with the correct remainder in REG1.
12D7H	Load register pair DE with the starting address for the next double precision value in register pair HL.
12D8H	Get the value from the stack and put it in register pair HL.
12D9H	Save the ASCII value for the digit in register B at the location of the input buffer pointer in register pair HL.
12DAH	Bump the input buffer pointer in register pair HL.

12DBH	Get the value from the stack and put it in register pair AF.
12DCH	Get the value from the stack and put it in register pair BC.
12DDH	Decrement the counter value in register A.
12DEH - 12DFH	Loop till the ASCII string has been figured.
12E0H	Save the value in register pair BC on the stack.
12E1H	Save the value in register pair HL on the stack.
12E2H - 12E4H	Load register pair HL with the starting address for REG1.
12E5H - 12E7H	Go move the value pointed to by register pair HL into REG1 as a single precision value.
12E8H - 12E9H	Jump.
12EAH	Save the value in register pair BC on the stack.
12EBH	Save the value in register pair HL on the stack.
12ECH - 12EEH	Go add a single precision value of 0.5 to the single precision value in REG1.
12EFH	Bump the value in register A.
12F0H - 12F2H	Go convert the single precision value in REG1 to an integer.
12F3H - 12F5H	Go move the single precision value in register pairs BC and DE into REG1.
12F6H	Get the value from the stack and put it in register pair HL.
12F7H	Get the value from the stack and put it in register pair BC.
12F8H	Zero register A.
12F9H - 12FBH	Load register pair DE with the starting address for a series of integer values.
12FCH	Complement the Carry flag.
12FDH - 12FFH	Go put a decimal point or a comma into the input buffer if necessary.
1300H	Save the value in register pair BC on the stack.
1301H	Save the value in register pair AF on the stack.

1302H	Save the value in register pair HL on the stack.
1303H	Save the value in register pair DE on the stack.
1304H - 1306H	Go move the single precision value in REG1 into register pairs BC and DE.
1307H	Get the value from the stack and put it in register pair HL.
1308H - 1309H	Load register B with the ASCII value for a zero character minus one.
130AH	Bump the ASCII value from the digit in register B.
130BH	Load register A with the LSB of the single precision value in register E.
130CH	Subtract the value at the location of the memory pointer in register pair HL from the value of the LSB of the single precision value in register A.
130DH	Load register E with the adjusted LSB of the single precision value in register A.
130EH	Bump the value of the memory pointer in register pair HL.
130FH	Load register A with the NMSB of the single precision value in register D.
1310H	Subtract the value at the location of the memory pointer in register pair HL from the value of the NMSB of the single precision value in register A.
1311H	Load register D with the adjusted NMSB of the single precision value in register A.
1312H	Bump the value of the memory pointer in register pair HL.
1313H	Load register A with the MSB of the single precision value in register C.
1314H	Subtract the value at the location of the memory pointer in register pair HL from the value of the MSB of the single precision value in register A.
1315H	Load register C with the adjusted MSB of the single precision value in register A.
1316H	Decrement the value of the memory pointer in register pair HL.
1317H	Decrement the value of the memory pointer in register pair HL.

1318H - 1319H	Loop until the ASCII value for the digit has been figured.
131AH - 131CH	Go add the value at the location of the memory pointer in register pair HL to the value in register pairs BC and DE.
131DH	Bump the value of the memory pointer in register pair HL.
131EH - 1320H	Go save the single precision remainder in register pairs BC and DE.
1321H	Load register pair DE with the address of the next value to divide the current value in REG1 by.
1322H	Get the value from the stack and put it in register pair HL.
1323H	Save the ASCII value for the digit in register B at the location of the input buffer pointer in register pair HL.
1324H	Bump the value of the input buffer pointer in register pair HL.
1325H	Get the value from the stack and put it in register pair AF.
1326H	Get the value from the stack and put it in register pair BC.
1327H - 1328H	Loop till the integer portion is found.
1329H	Bump the value of the memory pointer in register pair DE.
132AH	Bump the value of the memory pointer in register pair DE.
132BH - 132CH	Load register A with the number of digits for the ASCII string to be figured.
132DH - 132EH	Jump.
132FH	Save the value in register pair DE on the stack.
1330H - 1332H	Load register pair DE with the starting address of the integer value for figuring the ASCII string.
1333H - 1334H	Load register A with the number of digits for the ASCII string to be figured.
1335H - 1337H	Go put a decimal point or a comma into the input buffer if necessary.
1338H	Save the value in register pair BC on the stack.

1339H	Save the value in register pair AF on the stack.
133AH	Save the value in register pair HL on the stack.
133BH	Load register pair HL with the value of the memory pointer in register pair DE.
133CH	Load register C with the LSB for the integer value at the location of the memory pointer in register pair HL.
133DH	Bump the value of the memory pointer in register pair HL.
133EH	Load register B with the MSB for the integer value at the location of the memory pointer in register pair HL.
133FH	Save the integer value in register pair BC on the stack.
1340H	Bump the value of the memory pointer in register pair HL.
1341H	Exchange the integer value on the stack with the value of the memory pointer in register pair HL.
1342H	Load register pair DE with the integer value in register pair HL.
1343H - 1345H	Load register pair HL with the integer value in REG1.
1346H - 1347H	Load register B with the ASCII value for a zero character minus one.
1348H	Bump the ASCII value for the digit in register B.
1349H	Load register A with the LSB of the integer value in register L.
134AH	Subtract the value of the LSB of the integer value in register E from the value of the LSB of the integer value in register A.
134BH	Load register L with the adjusted value of the LSB of the integer value in register A.
134CH	Load register A with the value of the MSB of the integer value in register H.
134DH	Subtract the MSB of the integer value in register D from the value of the MSB of the integer value in register A.
134EH	Load register H with the adjusted value of the MSB of the integer value in register A.

134FH - 1350H	Loop till the ASCII value for the digit has been figured.
1351H	Add the integer value in register pair DE to the integer value in register pair HL.
1352H - 1354H	Save the integer remainder in register pair HL in REG1.
1355H	Get the value from the stack and put it in register pair DE.
1356H	Get the value from the stack and put it in register pair HL.
1357H	Save the ASCII value for the digit in register B at the location of the input buffer pointer in register pair HL.
1358H	Bump the value of the input buffer pointer in register pair HL.
1359H	Get the value from the stack and put it in register pair AF.
135AH	Get the value from the stack and put it in register pair BC.
135BH	Decrement the value of the counter in register A.
135CH - 135DH	Loop till all of the digits have been figured.
135EH - 1360H	Go put a decimal point or comma into the input buffer if necessary.
1361H	Save the value in register A at the location of the input buffer pointer in register pair HL.
1362H	Get the value from the stack and put it in register pair DE.
1363H	Return.
1364H - 136BH	DOUBLE PRECISION CONSTANT STORAGE LOCATION
1364H - 136BH	A double precision constant equal to 1E10 is stored here.
136CH - 1373H	DOUBLE PRECISION CONSTANT STORAGE LOCATION
136CH - 1373H	A double precision constant equal to 9.9921E14 is stored here.
1374H - 137BH	DOUBLE PRECISION CONSTANT STORAGE LOCATION

1374H - 137BH	A double precision constant equal to 1E16 is stored here.
137CH - 1383H	DOUBLE PRECISION CONSTANT STORAGE LOCATION
137CH - 1383H	A double precision constant equal to 0.5 is stored here.
1384H - 138BH	DOUBLE PRECISION CONSTANT STORAGE LOCATION
1384H - 138BH	A double precision constant equal to 1E16 is stored here.
138CH - 13D1H	DOUBLE PRECISION INTEGER CONSTANT STORAGE LOCATION
13D2H - 13D9H	SINGLE PRECISION INTEGER CONSTANT STORAGE LOCATION
13DAH - 13E0H	INTEGER CONSTANT STORAGE LOCATION
13E1H - 13E6H	LEVEL II BASIC MATH ROUTINE
13E2H - 13E4H	Load register pair HL with the return address.
13E5H	Exchange the value of the jump address on the stack with the value of the return address in register pair HL.
13E6H	Jump to the address in register pair HL.
13E7H - 13F1H	LEVEL II BASIC SQUARE ROOT ROUTINE
13E7H - 13E9H	Go move the current value in REG1 on to the stack.
13EAH - 13ECH	Load register pair HL with the starting address of a single precision constant equal to 0.5.
13EDH - 13EFH	Go move the single precision constant pointed to by register pair HL into REG1.
13F0H - 13F1H	Jump.
13F2H - 1478H	LEVEL II BASIC X ↑ Y ROUTINE
13F2H - 13F4H	Go convert the value in REG1 to single precision.
13F5H	Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
13F6H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.

13F7H - 13F9H	Go check the sign for the single precision value in REG1.
13FAH	Load register A with the value of the exponent of the single precision value in register B.
13FBH - 13FCH	Jump if the single precision value in REG1 is equal to zero.
13FDH - 13FFH	Jump if the single precision value in REG1 is positive.
1400H	Check to see if the single precision value in register pairs BC and DE is equal to zero.
1401H - 1403H	Go to the Level II BASIC error routine and display a /0 ERROR message if the single precision value in REG1 is negative and the single precision value in register pairs BC and DE is equal to zero.
1404H	Check to see if the single precision value in register pairs BC and DE is equal to zero.
1405H - 1407H	Jump if the single precision value in register pairs BC and DE is equal to zero.
1408H	Save the NMSB and the LSB of the single precision value in register pair DE on the stack.
1409H	Save the exponent and the MSB of the single precision value in register pair BC on the stack.
140AH	Load register A with the value of the MSB of the single precision value in register C.
140BH - 140CH	Mask the MSB of the single precision value in register A.
140DH - 140FH	Go move the single precision value in REG1 into register pairs BC and DE.
1410H - 1412H	Jump if the single precision value on the stack is positive.
1413H	Save the NMSB and the LSB of the single precision value in register pair DE on the stack.
1414H	Save the exponent and the LSB of the single precision value in register pair BC on the stack.
1415H - 1417H	Go figure the integer portion of the single precision value in REG1.
1418H	Get the exponent and the MSB of the single precision value in register A.

	sion value from the stack and put it in register pair BC.
1419H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
141AH	Save the value in register pair AF on the stack.
141BH - 141DH	Go compare the single precision value in register pairs BC and DE to the single precision value in REG1.
141EH	Get the value from the stack and put it in register pair HL.
141FH	Load register A with the value of the exponent in register H.
1420H	Put bit zero of the exponent in register A into the Carry flag.
1421H	Get the value from the stack and put it in register pair HL.
1422H - 1424H	Save the value in register pair HL as the exponent and the MSB of the single precision value in REG1.
1425H	Get the value from the stack and put it in register pair HL.
1426H - 1428H	Save the value in register pair HL as the NMSB and the LSB of the single precision value in REG1.
1429H - 142BH	Jump if the exponent is an odd number.
142CH - 142EH	Go invert the value of the exponent.
142FH	Save the NMSB and the LSB of the single precision value in register pair DE on the stack.
1430H	Save the exponent and the MSB of the single precision value in register pair BC on the stack.
1431H - 1433H	Go figure the LOG for the current value in REG1.
1434H	Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
1435H	Get the NMSB and the LSB of the single precision from the stack and put it in register pair DE.
1436H - 1438H	Go multiply the single precision value in register pairs BC and DE by the current single precision value in REG1.

- 1439H - 143BH Go move the single precision value in REG1 on to the stack.
- 143CH - 143EH Load register pair BC with the exponent and MSB of a single precision constant.
- 143FH - 1441H Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE are now equal to a single precision constant of 1.442695.
- 1442H - 1444H Go multiply the single precision value in REG1 by the single precision constant in register pairs BC and DE.
- 1445H - 1447H Load register A with the value of the exponent for the single precision value in REG1.
- 1448H - 1449H Check to see if the integer portion of the single precision value in REG1 uses more than 7 bits of precision.
- 144AH - 144CH Jump if the single precision value in REG1 uses more than 7 bits of precision for it's integer portion.
- 144DH - 144FH Go get the integer portion of the value in REG1 and return with it in register A.
- 1450H - 1451H Adjust the value in register A.
- 1452H - 1453H Adjust the value in register A.
- 1454H - 1456H Go check the exponent for the single precision value in REG1 if the value in register A has overflowed.
- 1457H Save the value in register pair AF on the stack.
- 1458H - 145AH Load register pair HL with the starting address for a single precision constant equal to 1.0.
- 145BH - 145DH Go add the single precision constant pointed to by register pair HL to the current value in REG1.
- 145EH - 1460H Go multiply the single precision value in REG1 by 0.693147.
- 1461H Get the value from the stack and put it in register pair AF.
- 1462H Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
- 1463H Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.

1464H	Save the value in register pair AF on the stack.
1465H - 1467H	Go subtract the single precision value in REG1 from the single precision value in register pairs BC and DE. Return with the result in REG1.
1468H - 146AH	Go make the current single precision value in REG1 positive.
146BH - 146DH	Load register pair HL with the starting address for a series of computations.
146EH - 1470H	Go do the series of computations.
1471H - 1473H	Load register pair DE with zero.
1474H	Get the value from the stack and put it in register pair BC.
1475H	Load register C with zero.
1476H - 1478H	Jump.
1479H - 1499H	SINGLE PRECISION CONSTANT STORAGE LOCATION
1479H	The number of single precision constants which follow is stored here.
147AH - 147DH	A single precision constant equal to -0.00014171607 is stored here.
147EH - 1481H	A single precision constant equal to 0.00132988204 is stored here.
1482H - 1485H	A single precision constant equal to -0.00830136052 is stored here.
1486H - 1489H	A single precision constant equal to 0.04165735095 is stored here.
148AH - 148DH	A single precision constant equal to -0.16666531543 is stored here.
148EH - 1491H	A single precision constant equal to 0.49999996981 is stored here.
1492H - 1495H	A single precision constant equal to -1.0 is stored here.
1496H - 1499H	A single precision constant equal to 1.0 is stored here.
149AH - 14C8H	LEVEL II BASIC MATH ROUTINE
149AH - 149CH	Go move the single precision value in REG1 on to the stack.

149DH - 149FH	Load register pair DE with the return address.
14A0H	Save the return address in register pair DE on the stack.
14A1H	Save the memory pointer in register pair HL on the stack.
14A2H - 14A4H	Go move the single precision value in REG1 into register pairs BC and DE.
14A5H - 14A7H	Go square the single precision value in REG1 into register pairs BC and DE.
14A8H	Get the value of the memory pointer from the stack and put it in register pair HL.
14A9H - 14ABH	Go move the single precision value in REG1 on to the stack.
14ACH	Load register A with the number of values to be figured at the location of the memory pointer in register pair HL.
14ADH	Bump the value of the memory pointer in register pair HL.
14AEH - 14BOH	Go move the single precision value at the location of the memory pointer in register pair HL into REG1.
14B2H	Get the number of values to be figured from the stack and put it in register A.
14B3H	Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
14B4H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
14B5H	Decrement the value of the counter for the value to be figured in register A.
14B6H	Return if the series of computations has been completed.
14B7H	Save the NMSB and the LSB of the single precision value in register pair DE on the stack.
14B8H	Save the exponent and the MSB of the single precision value in register pair BC on the stack.
14B9H	Save the value of the counter in register A on the stack.
14BAH	Save the value of the memory pointer in register pair HL on the stack.

14BBH - 14BDH	Go multiply the single precision value in register pairs BC and DE by the single precision value in REG1.
14BEH	Get the value of the memory pointer from the stack and put it in register pair HL.
14BFH - 14C1H	Go put the single precision value at the location of the memory pointer in register pair HL in register pairs BC and DE.
14C2H	Save the value of the memory pointer in register pair HL on the stack.
14C3H - 14C5H	Go add the single precision value in REG1 to the single precision value in register pairs BC and DE. Return with the result in REG1.
14C6H	Get the value of the memory pointer from the stack and put it in register pair HL.
14C7H - 14C8H	Jump.
14C9H - 1540H	LEVEL II BASIC RND ROUTINE
14C9H - 14CBH	Go convert the current value in REG1 to an integer and return with the integer result in register pair HL.
14CCH	Load register A with the value of the MSB for the integer value in register H.
14CDH	Check to see if the integer value in register pair HL is negative.
14CEH - 14D0H	Got to the Level II BASIC error routine and display a FC ERROR message if the integer value in register pair HL is negative.
14D1H	Check to see if the integer value in register pair HL is equal to zero.
14D2H - 14D4H	Jump if the integer value in register pair HL is equal to zero.
14D5H	Save the integer value in register pair HL on the stack.
14D6H - 14D8H	Go get a RND(0) value and return with the single precision result in REG1.
14D9H - 14DBH	Go move the single precision value in REG1 into register pairs BC and DE.
14DCH	Load register pair HL with the NMSB and the LSB of the single precision value in register pair DE.

14DDH	Exchange the integer value on the stack with NMSB and the LSB of the single precision value in register pair HL.
14DEH	Save the exponent and the MSB of the single precision value in register pair BC on the stack.
14DFH - 14E1H	Go convert the integer value in register pair HL to single precision and return with the result in REG1.
14E2H	Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.
14E3H	Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.
14E4H - 14E6H	Go multiply the single precision value in register pairs BC and DE by the single precision value in REG1. Return with the single precision result in REG1.
14E7H - 14E9H	Load register pair HL with the starting address of a single precision constant equal to 1.0.
14EAH - 14ECH	Go add the single precision constant pointed to by register pair HL to the single precision value in REG1. Return with the single precision result in REG1.
14EDH - 14EFH	Jump.
14F0H - 14F2H	Load register pair HL with the starting address for a table used for figuring random numbers.
14F3H	Save the value of the memory pointer in register pair HL on the stack.
14F4H - 14F6H	Load register pair DE with zero.
14F7H	Load register C with zero.
14F8H - 14F9H	Load register H with the counter value.
14FAH - 14FBH	Load register L with a counter value.
14FCH	Exchange the counters in register pair HL with the NMSB and the LSB of the random number in register pair DE.
14FDH	Multiply the NMSB and the LSB of the random number in register pair HL by two.
14FEH	Exchange the NMSB and the LSB of the random number in register pair HL with the counters in register pair DE.

14FFH	Load register A with the MSB of the random number in register C.
1500H	Multiply the MSB of the random number in register A by two.
1501H	Load register C with the adjusted MSB of the random number in register A.
1502H	Exchange the counter values in register pair HL with the value of the memory pointer on the stack.
1503H	Load register A with the value at the location of the memory pointer in register pair HL.
1504H	Multiply the value in register A by two.
1505H	Save the adjusted value in register A at the location of the memory pointer in register pair HL.
1506H	Exchange the memory pointer in register pair HL with the counter values on the stack.
1507H - 1509H	Jump if the table value hasn't overflowed.
150AH	Save the counter values in register pair HL on the stack.
150BH - 150DH	Load register pair HL with the NMSB and the LSB of the random number seed.
150EH	Add the NMSB and the LSB of the random number in register pair DE to the NMSB and the LSB of the random number seed in register pair HL.
150FH	Load register pair DE with the adjusted NMSB and LSB of the random number in register pair HL.
1510H - 1512H	Load register A with the MSB of the random number seed.
1513H	Add the MSB of the random number in register C to the MSB of the random number seed in register A.
1514H	Load register C with the adjusted MSB of the random number in register A.
1515H	Get the counter values from the stack and put it in register pair HL.
1516H	Decrement the counter in register L.
1517H - 1519H	Loop till the above has been done eight times.
151AH	Exchange the counter values in register pair HL with the memory pointer on the stack.

151BH	Bump the value of the memory pointer in register pair HL.
151CH	Exchange the value of the memory pointer in register pair HL with the counter value on the stack.
151DH	Decrement the counter value in register H.
151EH - 1520H	Loop till the random number has been figured.
1521H	Get the value from the stack and put it in register pair HL.
1522H - 1524H	Load register pair HL with the value to reseed the random number seed.
1525H	Add the value in register pair HL to the NMSB and the LSB of the random number in register pair DE.
1526H - 1528H	Save the adjusted value in register pair HL as the NMSB and the LSB of the random number seed.
1529H - 152BH	Go set the current number type to single precision.
152CH - 152DH	Load register A with a value to reseed the random number seed.
152EH	Add the MSB of the random number in register C to the value in register A.
152FH - 1531H	Save the adjusted value in register A as the MSB of the random number seed.
1532H	Load register pair DE with the NMSB and the LSB of the random number in register pair HL.
1533H - 1534H	Load register B with a value for the sign and the exponent.
1535H - 1537H	Load register pair HL with the address for the sign value storage location.
1538H	Save the sign result in register B at the location of the memory pointer in register pair HL.
1539H	Decrement the value of the memory pointer in register pair HL.
153AH	Save the value of the exponent in register B at the location of the memory pointer in register pair HL.
153BH	Load register C with the value of the MSB for the single precision random number in register A.
153CH - 153DH	Zero the value of the exponent in register B.
153EH - 1540H	Jump.

1541H - 1546H LEVEL II BASIC COS ROUTINE

1541H - 1543H Load register pair HL with the starting address of a single precision constant equal to 1.57079637029.

1544H - 1546H Go add the single precision constant pointed to by register pair HL to the single precision value in REG1.

1547H - 158AH LEVEL II BASIC SIN ROUTINE

1547H - 1549H Go move the current single precision value in REG1 on to the stack.

154AH - 154CH Load register pair BC with the exponent and the MSB of a single precision constant.

154DH - 154FH Load register pair DE with the NMSB and the LSB of a single precision constant. Register pairs BC and DE now hold a single precision constant equal to 6.2831855.

1550H - 1552H Go move the single precision value in register pairs BC and DE into REG1.

1553H Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.

1554H Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.

1555H - 1557H Go divide the single precision value in register pairs BC and DE by the single precision value in REG1. Return with the single precision result in REG1.

1558H - 155AH Go move the single precision result in REG1 onto the stack.

155BH - 155DH Go figure the integer portion for the single precision value in REG1.

155EH Get the exponent and the MSB of the single precision value from the stack and put it in register pair BC.

155FH Get the NMSB and the LSB of the single precision value from the stack and put it in register pair DE.

1560H - 1562H Go subtract the single precision value in REG1 from the single precision value in register pairs BC and DE. Return with the result in REG1.

1563H - 1565H Load register pair HL with the starting address of a single precision constant equal to 0.25.

1566H - 1568H Go subtract the single precision value in REG1 from

	the single precision constant pointed to by register pair HL. Return with the result in REG1.
1569H - 156BH	Go check the sign for the single precision value in REG1.
156CH	Set the Carry flag.
156DH - 156FH	Jump if the single precision value in REG1 is positive.
1570H - 1572H	Go add .5 to the single precision value in REG1. Return with the result in REG1.
1573H - 1575H	Go check the sign for the single precision value in REG1.
1576H	Test the value of the sign test in register A.
1577H	Save the value in register pair AF on the stack.
1578H - 157AH	Go adjust the sign for the single precision value in REG1 if necessary.
157BH - 157DH	Load register pair HL with the starting address of a single precision constant equal to 0.25.
157EH - 1580H	Go add the single precision constant pointed to by register pair HL to the single precision value in REG1. Return with the result in REG1.
1581H	Get the value from the stack and put it in register pair AF.
1582H - 1584H	Jump if the Carry flag wasn't set from above.
1585H - 1587H	Load register pair HL with the starting address for a series of single precision values for a set of computations.
1588H - 158AH	Go do the computations.
158BH - 158EH	SINGLE PRECISION CONSTANT STORAGE LOCATION
158BH - 158EH	A single precision constant equal to 1.57079637029 is stored here.
158FH - 1592H	SINGLE PRECISION CONSTANT STORAGE LOCATION
158FH - 1592H	A single precision constant equal to 0.25 is stored here.
1593H - 15A7H	SINGLE PRECISION CONSTANTS STORAGE LOCATION

1593H	The number of single precision constants which follows is stored here.
1594H - 1597H	A single precision constant equal to 39.7106704708 is stored here.
1598H - 159BH	A single precision constant equal to -76.5749816893 is stored here.
159CH - 159FH	A single precision constant equal to 81.6022338865 is stored here.
15A0H - 15A3H	A single precision constant equal to -41.3416748045 is stored here.
15A4H - 15A7H	A single precision constant equal to 6.28318500497 is stored here.
15A8H - 15BCH	LEVEL II BASIC TAN ROUTINE
15A8H - 15AAH	Go move the single precision value in REG1 on to the stack.
15ABH - 15ADH	Go figure the SIN for the single precision value in REG1. Return with the result in REG1.
15AEH	Get the exponent and the MSB for the single precision value on the stack and put it in register pair BC.
15AFH	Get the NMSB and the LSB of the single precision value on the stack and put it in register pair HL.
15B0H - 15B2H	Go move the single precision value in REG1 on to the stack.
15B3H	Load register pair DE with the NMSB and the LSB of the single precision value in register pair HL.
15B4H - 15B6H	Go move the single precision value in register pairs BC and DE into REG1.
15B7H - 15B9H	Go figure the COS for the single precision value in REG1. Return with the result in REG1.
15BAH - 15BCH	Jump.
15BDH - 15E2H	LEVEL II BASIC ATN ROUTINE
15BDH - 15BFH	Go check the sign of the single precision value in REG1.
15C0H - 15C2H	If the single precision value in REG1 is negative then put a return address on the stack.
15C3H - 15C5H	Go convert the negative number in REG1 to positive if necessary.

15C6H - 15C8H	Load register A with the exponent of the single precision value in REG1.
15C9H - 15CAH	Check to see if the single precision value in REG1 is less than one.
15CBH - 15CCH	Jump if the single precision value in REG1 is less than one.
15CDH - 15CFH	Load register pair BC with an exponent and a MSB for a single precision value.
15D0H	Zero the NMSB of the single precision value in register D.
15D1H	Zero the LSB of the single precision value in register E.
15D2H - 15D4H	Go divide the single precision value in REG1 into the single precision constant in register pairs BC and DE.
15D5H - 15D7H	Load register pair HL with the return address.
15D8H	Save the value of the return address in register pair HL on the stack.
15D9H - 15DBH	Load register pair HL with the starting address for a series of single precision numbers for a set of computations.
15DCH - 15DEH	Go do the set of computations.
15DFH - 15E1H	Load register pair HL with the starting address of a single precision constant equal to 1.57079637029.
15E2H	Return.
15E3H - 1607H	SINGLE PRECISION CONSTANTS STORAGE LOCATION
15E3H	The number of single precision constants which follows is stored here.
15E4H - 15E7H	A single precision constant equal to 0.00286622549 is stored here.
15E8H - 15EBH	A single precision constant equal to -0.01616573699 is stored here.
15ECH - 15EFH	A single precision constant equal to 0.04290961441 is stored here.
15F0H - 15F3H	A single precision constant equal to 0.07528963666 is stored here.

- 15F4H - 15F7H** A single precision constant equal to 0.10656264407 is stored here.
- 15F8H - 15FBH** A single precision constant equal to -0.14208900905 is stored here.
- 15FCH - 15FFH** A single precision constant equal to 0.19993549561 is stored here.
- 1600H - 1603H** A single precision constant equal to -0.33333146561 is stored here.
- 1604H - 1607H** A single precision constant equal to 1.0 is stored here.
- 1608H - 18C8H** **LIST OF BASIC RESERVED WORDS, TOKENS, AND ENTRY LOCATIONS AS FOLLOWS:**

Reserved words, and their tokens, and their entry points.

ABS	D9	0977	AND	D2	25FD
ASC	F6	2A0F	ATN	E4	15BD
AUTO	B7	2008	CDBL	F1	OADB
CHR\$(F7	2A1F	CINT	EF	0A7F
CLEAR	B8	1E7A	CLOAD	B9	2C1F
CLOSE	A6	4185	CLS	84	01C9
CMD	85	4173	CONT	B3	1DE4
COS	E1	1541	CSAVE	BA	2BF5
CSNG	F0	0AB1	CVD	E8	415E
CVI	E6	4152	CVS	E7	4158
DATA	88	1F05	DEF	DD	415B
DEFDBL	9B	1E09	DEFINT	99	1E03
DEFSNG	9A	1E06	DEFSTR	98	1E00
DELETE	B6	2BC6	DIM	8A	2608
EDIT	9D	2E60	ELSE	95	1F07
END	80	1DAE	EOF	E9	4161
ERL	C2	24DD	ERR	C3	24CF
ERROR	9E	1FF4	EXP	EO	1439
FIELD	A3	417C	FIX	F2	0B26
FN	BE	4155	FOR	81	1CA1
FRE	DA	27D4	GET	A4	4174
GOSUB	91	1EB1	GOTO	8D	1EC2
			IF	8F	2039
INKEY\$	C9	019D	INP	DB	2AEF
INPUT	89	219A	INSTR	C5	419D
INT	D8	0B37	KILL	AA	4191
LEFT\$	F8	2A61	LEN	F3	2A03
LET	8C	1F21	LINE	9C	41A3
LIST	B4	2B2E	LLIST	B5	2B29
LOAD	A7	4188	LOC	EA	4164
LOF	EB	4167	LOG	DF	0809
LPRINT	AF	2067	LSET	AB	4197
MEM	C8	27C9	MERGE	A8	418B
MID\$	FA	2A9A	MKD\$	EE	4170

MKI\$	EC	416A	MKS\$	ED	416D
NAME	A9	418E	NEW	BB	1B49
NEXT	87	22B6	NOT	CB	25C4
ON	A1	1FC6	OPEN	A2	4179
OR	D3	25F7	OUT	A0	2AFB
PEEK	E5	2CAA	POINT	C6	0132
POKE	B1	2CB1	POS	DC	27F5
PRINT	B2	206F	PUT	A5	4182
RANDOM	86	01D3	READ	8B	21EF
REM	93	1F07	RESET	82	0138
RESTORE	90	1D91	RESUME	9F	1FAF
RETURN	92	1EDE	RIGHT\$	F9	2A91
RND	DE	14C9	RSET	AC	419A
RUN	8E	1EA3	SAVE	AD	41A0
SET	83	0135	SGN	D7	098A
SIN	E2	1547	SQR	CD	13E7
STEP	CC	2B01	STOP	94	1DA9
STR\$	F4	2836	STRING\$	C4	2A2F
SYSTEM	AE	02B2	TAB(BC	2137
TAN	E3	15A8	THEN	CA	----
TIMES	C7	4176	TO	BD	----
TROFF	97	1DF8	TRON	96	1DF8
USING	BF	2CBD	USR	C1	27FE
VAL	FF	2AC5	VARPTR	C0	24EB
+	CD	249F	-	CE	2532
*	CF	----	/	D0	----
!	D1	----	>	D4	----
=	D5	----	<	D6	----
&	26	4194	' 3A 93	FB	----

**18C9H - 18F6H STORAGE LOCATION FOR
LEVEL II BASIC ERROR MESSAGES**

**18F7H - 1904H STORAGE LOCATION FOR
THE DIVISION ROUTINE**

**1095H - 191CH STORAGE LOCATION FOR VALUES
PLACED IN RAM UPON INITIALIZATION.**

191DH - 1923H MESSAGE STORAGE LOCATION

191DH - 1923H The Level II BASIC ERROR message is stored here.

1924H - 1928H MESSAGE STORAGE LOCATION

1924H - 1928H The Level II BASIC IN message is stored here.

1929H - 192FH MESSAGE STORAGE LOCATION

1929H - 192FH The Level II BASIC READY message is stored here.

1930H - 1935H MESSAGE STORAGE LOCATION

1930H - 1935H The Level II BASIC BREAK message is stored here.

1936H - 1954H SCAN STACK ROUTINE

- 1936H - 1938H** Load register pair HL with 4.
- 1939H** Add the current value of the stack pointer to the value in register pair HL.
- 193AH** Load register A with the value at the location of the memory pointer in register pair HL.
- 193BH** Bump the value of the memory pointer in register pair HL.
- 193CH - 193DH** Check to see if the value in register A is a FOR token.
- 193EH** Return if the value in register A isn't a FOR token.
- 193FH** Load register C with the LSB of the FOR's variable address.
- 1940H** Bump the value of the memory pointer in register pair HL.
- 1941H** Load register B with the MSB of the FOR's variable address.
- 1942H** Bump the value of the memory pointer in register pair HL.
- 1943H** Save the value in register pair HL on the stack.
- 1944H** Load register L with the LSB of the FOR variable's address in register C.
- 1945H** Load register H with the MSB of the FOR variable's address in register B.
- 1946H** Load register A with the MSB of the variable address in register D.
- 1947H** Check to see if the variable address in register pair DE is equal to zero.
- 1948H** Exchange the variable address in register pair HL with the variable address in register pair DE.
- 1949H - 194AH** Jump if the variable address in register pair DE was equal to zero.
- 194BH** Exchange the variable address in register pair HL with the variable address in register pair DE.
- 194CH** Go check to see if the variable address in register pair HL is the same as the variable address in register pair DE.

194DH - 194FH	Load register pair BC with the value to increment the memory pointer.
1950H	Get the memory pointer from the stack and put it in register pair HL.
1951H	Return if the FOR block has been found.
1952H	Add the value in register pair BC to the value of the memory pointer in register pair HL.
1953H - 1954H	Loop till the FOR block has been located.
1955H - 1962H	DATA MOVEMENT ROUTINE
1955H - 1957H	Go make sure there's enough room in memory.
1958H	Save the value of the memory pointer in register pair BC on the stack.
1959H	Exchange the value of the memory pointer in register pair HL with the value of the memory pointer on the stack.
195AH	Get the value of the memory pointer from the stack and put it in register pair BC.
195BH	Check to see if the memory pointer in register pair HL is the same as the memory pointer in register pair DE.
195CH	Load register A with the value at the location of the memory pointer in register pair HL.
195DH	Save the value in register A at the location of the memory pointer in register pair BC.
195EH	Return if the memory pointer in register pair HL is the same as the value of the memory pointer in register pair DE.
195FH	Decrement the value of the memory pointer in register pair BC.
1960H	Decrement the value of the memory pointer in register pair HL.
1961H - 1962H	Loop till done.
1963H - 197DH	MEMORY CHECK ROUTINE
1963H	Save the value in register pair HL on the stack.
1964H - 1966H	Load register pair HL with the starting address of free memory.
1967H - 1968H	Load register B with zero.

1969H	Add the value in register pair BC to the value in register pair HL.
196AH	Add the value in register pair BC to the value in register pair HL.
196CH	Save the value in register pair HL on the stack.
196DH - 196EH	Load register A with the LSB of the top of memory.
196FH	Subtract the LSB of the value of the new memory pointer in register L from the value in register A.
1970H	Load register L with the adjusted value in register A.
1971H - 1972H	Load register A with the MSB of the top of memory.
1973H	Subtract the MSB of the new memory pointer in register H from the value in register A.
1974H - 1975H	Jump if out of memory.
1976H	Load register H with the adjusted value in register A.
1977H	Add the value of the stack pointer to the adjusted value in register pair HL.
1978H	Get the value from the stack and put it in register pair HL.
1979H	Return if overflow didn't occur.
197AH - 197BH	Load register E with the OM ERROR code.
197CH - 197DH	Go to the Level II BASIC error routine and display an OM ERROR message.
197EH - 1AF7H	LEVEL II BASIC COMMAND MODE
197EH - 1980H	Load register pair HL with the value of the current BASIC line number.
1981H	Load register A with the MSB of the current BASIC line number in register H.
1982H	Combine the LSB of the current BASIC line number in register L with the MSB of the current line number in register A.
1983H	Bump the value of the combined BASIC line number in register A.
1984H - 1985H	Jump if Level II BASIC is still in the command mode.
1986H - 1988H	Load register A with the error flag.

1989H	Check to see if the error flag is set.
198AH - 198BH	Load register E with a NR ERROR code.
198CH - 198DH	Jump if the error flag is set.
198EH - 1990H	Jump.
1991H - 1993H	Load register pair HL with the DATA line number.
1994H - 1996H	Save the DATA line number in register pair HL.
1997H - 1998H	Load register E with a SN ERROR code.
199AH - 199BH	Load register E with a /0 ERROR code.
199DH - 199EH	Load register E with a NF ERROR code.
19A0H - 19A1H	Load register E with a RW ERROR code.
19A2H - 19A4H	Load register pair HL with the value of the current BASIC line number.
19A5H - 19A7H	Save the value of the current BASIC line number in register pair HL.
19A8H - 19AAH	Save the value of the current BASIC line number in register pair HL.
19ABH - 19ADH	Load register pair BC with the return address.
19AEH - 19B0H	Load register pair HL with the value of the stack pointer.
19B1H - 19B3H	Jump.
19B4H	Get the value from the stack and put it in register pair BC.
19B5H	Load register A with the value of the error code in register E.
19B6H	Load register C with the value of the error code in register E.
19B7H - 19B9H	Save the value of the error code in register A.
19BAH - 19BCH	Load register pair HL with the value of the current BASIC program pointer.
19BDH - 19BFH	Save the value of the current BASIC program pointer in register pair HL.
19C0H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.

19C1H - 19C3H	Load register pair HL with the value of the current BASIC line number.
19C4H	Load register A with the MSB of the current BASIC line number in register H.
19C5H	Combine the LSB of the current BASIC line number in register L with the MSB of the current BASIC line number in register A.
19C6H	Bump the value of the combined current BASIC line number.
19C7H - 19C8H	Jump if Level II BASIC is in the command mode.
19C9H - 19CBH	Save the value of the current BASIC line number in register pair HL.
19CCH	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
19CDH - 19CFH	Save the value of the current BASIC program pointer in register pair HL.
19D0H - 19D2H	Load register pair HL with the current ONERROR address.
19D3H	Load register A with the MSB of the ONERROR address in register H.
19D4H	Combine the LSB of the ONERROR address in register L with the MSB of the ONERROR address in register A.
19D5H	Load register pair DE with the ONERROR address in register pair HL.
19D6H - 19D8H	Load register pair HL with the address of the error flag.
19D9H - 19DAH	Jump if there isn't an ONERROR address.
19DBH	Combine the value of the error flag at the location of the memory pointer in register pair HL with the combined value of the ONERROR address in register A.
19DCH - 19DDH	Jump if register A is nonzero.
19DEH	Decrement the value of the error flag at the location of the memory pointer in register pair HL.
19DFH	Load register pair HL with the ONERROR address in register pair DE.
19E0H - 19E2H	Jump.

19E3H	Zero register A.
19E4H	Save the value in register A as the current error flag at the location of the memory pointer in register pair HL.
19E5H	Load register E with the value of the error code in register C.
19E6H - 19E8H	Go display a carriage return on the video display if necessary.
19E9H - 19EBH	Load register pair HL with the starting address for the table of error messages.
19ECH - 19EEH	Go to the DOS link at 41A6H.
19EFH	Load register D with zero.
19F0H - 19F1H	Load register A with a question mark.
19F2H - 19F4H	Go display the question mark in register A.
19F5H	Add the value of the error code in register pair DE to the starting address of the table of error messages in register pair HL.
19F6H	Load register A with the first character of the error message at the location of the table pointer in register pair HL.
19F7H - 19F9H	Go display the first character of the error message in register A.
19FAH	Go set the second character of the error in register A.
19FBH - 19FDH	Go display the second character of the error message in register A.
19FEH - 1A00H	Load register pair HL with the starting address of the READY message.
1A01H	Save the value in register pair HL on the stack.
1A02H - 1A04H	Load register pair HL with the value of the current BASIC line number.
1A05H	Exchange the value of the current BASIC line number in register pair HL with the starting address of the Level II BASIC ERROR message on the stack.
1A06H - 1A08H	Go display the Level II BASIC ERROR message.
1A09H	Get the value of the current BASIC line number from the stack and put it in register pair HL.

1A0AH - 1A0CH	Load register pair DE with 65534.
1A0DH	Go compare the value of the current BASIC line number in register pair HL with the line number in register pair DE.
1A0EH - 1A10H	Jump if the line numbers in register pairs HL and DE are the same.
1A11H	Load register A with the MSB of the current BASIC line number in register H.
1A12H	Combine the LSB of the current BASIC line number in register L with the MSB of the current BASIC line number in register A.
1A13H	Bump the combined value of the current BASIC line number in register A.
1A14H - 1A16H	Go display the current BASIC line number in register pair HL if Level II BASIC isn't in the command mode.
1A18H	Get the value from the stack and put it in register pair BC.
1A19H - 1A1BH	Go set the current output device to the video display.
1A1CH - 1A1EH	Go call the DOS link at 41ACH.
1A1FH - 1A21H	Go turn off the cassette recorder.
1A22H - 1A24H	Go display a carriage return if necessary.
1A25H - 1A27H	Load register pair HL with the starting address of the Level II BASIC READY message.
1A28H - 1A2AH	Go display the Level II BASIC READY message.
1A2BH - 1A2DH	Load register A with the value of the current error code.
1A2EH - 1A2FH	Check to see if the current error code is a SN ERROR code.
1A30H - 1A32H	Go to the EDIT mode if the current error code is a SN ERROR code.
1A33H - 1A35H	Load register pair HL with the command mode line number.
1A36H - 1A38H	Save the line number in register pair HL as the current BASIC line number.
1A39H - 1A3BH	Load register A with the value of the AUTO flag.

1A3CH	Check to see if in the AUTO mode.
1A3DH - 1A3EH	Jump if not in the AUTO mode.
1A3FH - 1A41H	Load register pair HL with the current AUTO line number.
1A42H	Save the current AUTO line number in register pair HL on the stack.
1A43H - 1A45H	Go display the current AUTO line number in register pair HL on the video display.
1A46H	Get the current AUTO line number from the stack and put it in register pair DE.
1A47H	Save the current AUTO line number in register pair DE on the stack.
1A48H - 1A4AH	Go check to see if there is a matching line number in the BASIC program.
1A4BH - 1A4CH	Load register A with an *.
1A4DH - 1A4EH	Jump if there is a matching line number in the BASIC program.
1A4FH - 1A50H	Load register A with a space.
1A51H - 1A53H	Go display the character in register A on the video display.
1A54H - 1A56H	Go get the input.
1A57H	Get the current line number from the stack and put it in register pair DE.
1A58H - 1A59H	Jump if the BREAK key wasn't pressed.
1A5AH	Zero register A.
1A5BH - 1A5DH	Save the value in register A as the current AUTO flag.
1A5EH - 1A5FH	Jump to the normal command mode.
1A60H - 1A62H	Load register pair HL with the value of the AUTO increment.
1A63H	Add the value of the AUTO line number in register pair DE with the AUTO increment value in register pair HL.
1A64H - 1A65H	Jump if AUTO line number has overflowed.
1A66H	Save the current AUTO line number in register pair DE on the stack.

1A67H - 1A69H	Load register pair DE with the maximum BASIC line number.
1A6AH	Go compare the adjusted AUTO line number in register pair HL with the value of the maximum BASIC line number in register pair DE.
1A6BH	Get the current AUTO line number from the stack and put it in register pair DE.
1A6CH - 1A6DH	Jump if the adjusted AUTO line number in register pair HL is too large.
1A6EH - 1A70H	Save the adjusted AUTO line number in register pair HL as the current AUTO line number.
1A71H - 1A72H	Load register A with the AUTO flag value.
1A73H - 1A75H	Jump to the EDIT routine to save the current BASIC line.
1A76H - 1A77H	Load register A with a >.
1A78H - 1A7AH	Go display the Level II BASIC prompt in register A on the video display.
1A7BH - 1A7DH	Go get the input.
1A7EH - 1A80H	Jump if the BREAK key was pressed.
1A81H	Go bump the current input buffer pointer in register pair HL till it points to the first character.
1A82H	Bump the value of the character in register A.
1A83H	Decrement the value of the character in register A.
1A84H - 1A86H	Jump if there wasn't any input.
1A87H	Save the value in register pair AF on the stack.
1A88H - 1A8AH	Go evaluate the line number at the location of the input buffer pointer in register pair HL and return with it's binary value in register pair DE.
1A8BH	Decrement the value of the input buffer pointer in register pair HL.
1A8CH	Load register A with the value of the character at the location of the input buffer pointer in register pair HL.
1A8DH - 1A8EH	Check to see if the character at the location of the input buffer pointer in register A is a space.
1A8FH - 1A90H	Jump if the character at the location of the input buffer pointer in register A is a space.

1A91H	Bump the value of the input buffer pointer in register pair HL.
1A92H	Load register A with the character at the location of the input buffer pointer in register pair HL.
1A93H - 1A94H	Check to see if the character at the location of the input buffer pointer in register A is a space.
1A95H - 1A97H	Go bump the value of the input buffer pointer in register pair HL if necessary.
1A98H	Save the BASIC line number in register pair DE on the stack.
1A99H - 1A9BH	Go tokenize the input.
1A9CH	Get the value of the BASIC line number from the stack.
1A9DH	Get the value from the stack and put it in register pair AF.
1A9EH - 1AA0H	Save the input buffer pointer in register pair HL.
1AA1H - 1AA3H	Go call the DOS line at 41B2H.
1AA4H - 1AA6H	Jump if there wasn't a line number with the input.
1AA7H	Save the BASIC line number in register pair DE on the stack.
1AA8H	Save the length of the tokenized input in register pair BC on the stack.
1AA9H	Zero register A.
1AAAH - 1AACH	Save the value in register A as the input flag.
1AADH	Go bump the value of the input buffer pointer in register pair HL till it points to the next character.
1AAEH	Set the flags.
1AAFH	Save the value in register pair AF on the stack.
1AB0H	Load register pair HL with the value of the BASIC line number in register pair DE.
1AB1H - 1AB3H	Save the value of the line number in register pair HL.
1AB4H	Exchange the value of the input buffer pointer in register pair DE with the value of the BASIC line number in register pair HL.

1AB5H - 1AB7H	Go check to see if there is a matching line number in the BASIC program.
1AB8H	Save the address of the line number in the BASIC program in register pair BC on the stack.
1AB9H - 1ABBH	If there wasn't a matching line number in the BASIC program, go move the closest line number up in memory.
1ABCH	Get the address of the BASIC line number from the stack and put it in register pair DE.
1ABDH	Get the value from the stack and put it in register pair AF.
1ABEH	Save the address of the BASIC line number on the stack.
1ABFH - 1AC0H	Jump if there was a matching line number in the BASIC program.
1AC1H	Get the address of the BASIC line number from the stack and put it in register pair DE.
1AC2H - 1AC4H	Load register pair HL with the end of the BASIC program pointer.
1AC5H	Exchange the length of the tokenized input on the stack with the end of the BASIC program pointer in register pair HL.
1AC6H	Get the end of the BASIC program pointer from the stack and put it in register pair BC.
1AC7H	Add the end of the BASIC program pointer in register pair BC to the value of the length of the tokenized input in register pair HL.
1AC8H	Save the adjusted end of the BASIC program pointer in register pair HL on the stack.
1AC9H - 1ACBH	Go check to see if there is enough room in memory for the new BASIC line.
1ACCH	Get the new end of the BASIC program pointer from the stack and put it in register pair HL.
1ACDH - 1ACFH	Save the new end of the BASIC program pointer in register pair HL.
1AD0H	Load register pair HL with the address of the BASIC line.
1AD1H	Save the MSB of the address of the BASIC line in register H.

1AD2H	Get the value of the BASIC line number from the stack and put it in register pair DE.
1AD3H	Save the value of the memory pointer in register pair HL on the stack.
1AD4H	Bump the value of the memory pointer in register pair HL.
1AD5H	Bump the value of the memory pointer in register pair HL.
1AD6H	Save the LSB of the BASIC line number in register E at the location of the memory pointer in register pair HL.
1AD7H	Bump the value of the memory pointer in register pair HL.
1AD8H	Save the MSB of the BASIC line number in register D at the location of the memory pointer in register pair HL.
1AD9H	Bump the value of the BASIC line number in register pair HL.
1ADAH	Load register pair DE with the value of the memory pointer in register pair HL.
1ADBH - 1ADDH	Load register pair HL with the value of the tokenized input pointer.
1ADEH	Exchange the value of the memory pointer in register pair DE with the value of the tokenized input pointer in register pair HL.
1ADFH	Decrement the value of the tokenized input buffer pointer in register pair DE.
1AE0H	Decrement the value of the tokenized input buffer pointer in register pair DE.
1AE1H	Load register A with the value at the location of the tokenized input buffer pointer in register pair DE.
1AE2H	Save the value in register A at the location of the memory pointer in register pair HL.
1AE3H	Bump the value of the memory pointer in register pair HL.
1AE4H	Bump the value of the tokenized input buffer pointer in register pair DE.
1AE5H	Check to see if the character in register A is an end of the line character.

1AE6H - 1AE7H	Loop till the whole of the new BASIC line has been stored in memory.
1AE8H	Get the value from the stack and put it in register pair DE.
1AE9H - 1AEBH	Go reset the BASIC line pointers.
1AECB - 1AEEH	Go call the DOS link at 41B5H.
1AEFH - 1AF1H	Go reset the current BASIC program pointers.
1AF2H - 1AF4H	Go call the DOS link at 41B8H.
1AF5H - 1AF7H	Go get the input again.
1AF8H - 1B0FH	LINE POINTERS ROUTINE
1AF8H - 1AFAH	Load register pair HL with the start of the BASIC program pointer.
1AFBH	Load register pair DE with the start of the BASIC program pointer in register pair HL.
1AFCH	Load register H with the MSB of the memory pointer in register D.
1AFDH	Load register L with the LSB of the memory pointer in register E.
1AFEH	Load register A with the value at the location of the memory pointer in register pair HL.
1AFFH	Bump the value of the memory pointer in register pair HL.
1B00H	Check to see if the character at the location of the memory pointer in register pair HL is an end of the BASIC program character.
1B01H	Return if done.
1B02H	Bump the value of the memory pointer in register pair HL.
1B03H	Bump the value of the memory pointer in register pair HL.
1B04H	Bump the value of the memory pointer in register pair HL.
1B05H	Zero register A.
1B06H	Check to see if the character at the location of the memory pointer in register HL is an end of the BASIC line character.

1B07H	Bump the value of the memory pointer in register pair HL.
1B08H - 1B09H	Loop till the end of the BASIC line character is found.
1B0AH	Exchange the starting address of the current BASIC line in register pair DE with the starting address of the next BASIC line in register pair HL.
1B0BH	Save the LSB of the next BASIC line's starting address in register E at the location of the memory pointer in register pair HL.
1B0CH	Bump the value of the memory pointer in register pair HL.
1B0DH	Save the MSB of the next BASIC line's starting address in register D at the location of the memory pointer in register pair HL.
1B0EH - 1B0FH	Loop till done.
1B10H - 1B48H	EVALUATE LINE NUMBERS
1B10H - 1B12H	Load register pair DE with zero.
1B13H	Save the value in register pair DE on the stack.
1B14H - 1B15H	Jump if there aren't any line numbers to be evaluated.
1B16H	Get the value from the stack and put it in register pair DE.
1B17H - 1B19H	Go evaluate the line number at the location of the current BASIC program pointer in register pair HL and return with the line number's binary value in register pair DE.
1B1AH	Save the first line number's value in register pair DE on the stack.
1B1BH - 1B1CH	Jump if there isn't a second line number to be evaluated.
1B1DH	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a - token.
1B1EH	The character to be checked for is stored here.
1B1FH - 1B21H	Load register pair DE with the default second line number.
1B22H - 1B24H	Go evaluate the second line number at the location of

the current BASIC program pointer in register pair HL and return with the line number's binary value in register pair DE.

- 1B25H - 1B27H Go to the Level II BASIC error routine and display a SN ERROR message if the data which followed the - token wasn't a line number.
- 1B28H Load register pair HL with the value of the second line number in register pair DE and load register pair DE with the value of the current BASIC program pointer in register pair HL.
- 1B29H Get the value of the first line number from the stack and put it in register pair DE.
- 1B2AH Exchange the return address on the stack with the value of the second line number in register pair HL.
- 1B2BH Save the value of the return address in register pair HL on the stack.
- 1B2CH - 1B2EH Load register pair HL with the value of the start of the BASIC program pointer.
- 1B2FH Load register B with the value of the MSB of the memory pointer in register H.
- 1B30H Load register C with the LSB of the memory pointer in register L.
- 1B31H Load register A with the value at the location of the memory pointer in register pair HL.
- 1B32H Bump the value of the memory pointer in register pair HL.
- 1B33H Combine the value at the location of the memory pointer in register pair HL with the value in register A.
- 1B34H Decrement the value of the memory pointer in register pair HL.
- 1B35H Return if this is the end of the BASIC program.
- 1B36H Bump the value of the memory pointer in register pair HL.
- 1B37H Bump the value of the memory pointer in register pair HL.
- 1B38H Load register A with the LSB of the current BASIC line number at the location of the memory pointer in register pair HL.

1B39H	Bump the value of the memory pointer in register pair HL.
1B3AH	Load register H with the MSB of the current BASIC line number at the location of the memory pointer in register pair HL.
1B3BH	Load register L with the LSB of the current BASIC line number in register A.
1B3CH	Go compare the value of the first line number in register pair DE with the value of the current BASIC line number in register pair HL.
1B3DH	Load register H with the MSB of the memory pointer in register B.
1B3EH	Load register L with the LSB of the memory pointer in register C.
1B3FH	Load register A with the value at the location of the memory pointer in register pair HL.
1B40H	Bump the value of the memory pointer in register pair HL.
1B41H	Load register H with the MSB of the next BASIC line pointer at the location of the memory pointer in register pair HL.
1B42H	Load register L with the LSB of the next BASIC line pointer in register A.
1B43H	Complement the value of the Carry flag.
1B44H	Return if the first line number in register pair DE is the same as the current BASIC line number.
1B45H	Complement the value of the Carry flag.
1B46H	Return if the first line number in register pair DE is less than the current BASIC line number.
1B47H - 1B48H	Loop till the location of the line number has been found in the BASIC program.
1B49H - 1B5CH	LEVEL II BASIC NEW ROUTINE
1B49H	Go to the Level II BASIC error routine and display a SN ERROR message if there is any input following the NEW token.
1B4AH - 1B4CH	Go clear the screen.
1B4DH - 1B4FH	Load register pair HL with the start of the BASIC program.

1B50H - 1B52H	Go TROFF.
1B53H - 1B55H	Reset the AUTO flag.
1B56H	Save a zero at the location of the memory pointer in register pair HL.
1B57H	Bump the value of the memory pointer in register pair HL.
1B58H	Save a zero at the location of the memory pointer in register pair HL.
1B59H	Bump the value of the memory pointer in register pair HL.
1B5AH - 1B5CH	Save the value in register pair HL as the new simple variables pointer.
1B5DH - 1BB2H	LEVEL II BASIC RUN ROUTINE
1B5DH - 1B5FH	Load register pair HL with the start of the BASIC program pointer.
1B60H	Decrement the value in register pair HL.
1B61H - 1B63H	Save the adjusted value in register pair HL.
1B64H - 1B65H	Load register B with the number of variable names to be initialized.
1B66H - 1B68H	Load register pair HL with the starting address of the variable declaration table.
1B69H - 1B6AH	Set the variable at the location of the memory pointer in register pair HL to a single precision variable.
1B6BH	Bump the value of the memory pointer in register pair HL.
1B6CH - 1B6DH	Loop till all 26 variables have been set to single precision.
1B6EH	Zero register A.
1B6FH - 1B71H	Save the value in register A as the current value of the RESUME flag.
1B72H	Zero register L.
1B73H	Zero register H.
1B74H - 1B76H	Save the value in register pair HL as the current ONERROR address.

1B77H - 1B79H	Save the value in register pair HL as the current BREAK address.
1B7AH - 1B7CH	Load register pair HL with the top of the memory pointer.
1B7DH - 1B7FH	Save the value in register pair HL as the next available address in the string space pointer.
1B80H - 1B82H	Go do a RESTORE.
1B83H - 1B85H	Load register pair HL with the end of the BASIC program pointer.
1B86H - 1B88H	Save the value in register pair HL as the new simple variables pointer.
1B89H - 1B8BH	Save the value in register pair HL as the new array variables pointer.
1B8CH - 1B8EH	Go call the DOS line at 41BBH.
1B8FH	Get the return address from the stack.
1B90H - 1B92H	Load register pair HL with the start of string space pointer.
1B93H	Decrement the value of the memory pointer in register pair HL.
1B94H	Decrement the value of the memory pointer in register pair HL.
1B95H - 1B97H	Save the value in register pair HL as the stack pointer.
1B98H	Bump the value of the memory pointer in register pair HL.
1B99H	Bump the value of the memory pointer in register pair HL.
1B9AH	Load the stack pointer with the value of the memory pointer in register pair HL.
1B9BH - 1B9DH	Load register pair HL with the start of the string work area.
1B9EH - 1BA0H	Save the value in register pair HL as the next available location in the string work area pointer.
1BA1H - 1BA3H	Go set the current output device to the video display.
1BA4H - 1BA6H	Go turn off the cassette recorder.

1BA7H	Zero register A.
1BA8H	Zero register H.
1BA9H	Zero register L.
1BAAH - 1BACH	Save the value in register A as the current FOR flag.
1BADH	Save the value in register pair HL on the stack.
1BAEH	Save the value in register pair BC on the stack.
1BAFH - 1BB1H	Load register pair HL with the current value of the BASIC program pointer.
1BB2H	Return.
1BB3H - 1BBFH	KEYBOARD INPUT ROUTINE
1BB3H - 1BB4H	Load register A with a ?.
1BB5H - 1BB7H	Go display the ? in register A on the video display.
1BB8H - 1BB9H	Load register A with a space.
1BBAH - 1BBCB	Go display the space in register A on the video display.
1BBDH - 1BBFH	Jump to the keyboard input routine.
1BC0H - 1C8FH	TOKENIZE INPUT ROUTINE
1BC0H	Zero register A.
1BC1H - 1BC3H	Save the value in register A as the current value of the tokenization flag.
1BC4H	Zero register C.
1BC5H	Load register pair DE with the start of the input address in register pair HL.
1BC6H - 1BC8H	Load register pair HL with the starting address of the input buffer.
1BC9H	Decrement the value of the input buffer pointer in register pair HL.
1BCAH	Decrement the value of the input buffer pointer in register pair HL.
1BCBH	Exchange the value of the input buffer pointer in register pair HL with the value of the input pointer in register pair DE.
1BCCH	Load register A with the character at the location of the input pointer in register pair HL.

1BCDH - 1BCEH	Check to see if the character in register A is a space.
1BCFH - 1BD1H	Jump if the character in register A is a space.
1BD2H	Load register B with the value of the character in register A.
1BD3H - 1BD4H	Check to see if the character in register A is a quote.
1BD5H - 1BD7H	Jump if the character in register A is a quote.
1BD8H	Check to see if the character in register A is an end of the input character.
1BD9H - 1BDBH	Jump if the character in register A is an end of the input character.
1BDCH - 1BDEH	Load register A with the value of the tokenization flag.
1BDFH	Check to see if a DATA statement is being processed.
1BE0H	Load register A with the value of the character at the location of the input buffer pointer in register pair HL.
1BE1H - 1BE3H	Jump if a DATA statement is being processed.
1BE4H - 1BE5H	Check to see if the character in register A is a ?.
1BE6H - 1BE7H	Load register A with a PRINT token.
1BE8H - 1BEAH	Jump if the character at the location of the input buffer pointer in register pair HL is a ?.
1BEBH	Load register A with the character at the location of the input buffer pointer in register pair HL.
1BECH - 1BEDH	Check to see if the character in register A is less than a zero character.
1BEEH - 1BEFH	Jump if the character in register A is less than a zero character.
1BF0H - 1BF1H	Check to see if the character in register A is less than < character.
1BF2H - 1BF4H	Jump if the character in register A is less than < character.
1BF5H	Save the value of the input buffer pointer in register pair DE on the stack.
1BF6H - 1BF8H	Load register pair DE with the starting address of the reserved words list.

1BF9H		Save the value in register pair BC on the stack.
1BFAH - 1BFCH		Load register pair BC with the return address.
1BFDH		Save the return address in register pair BC on the stack.
1BFEH - 1BFFH		Load register B with the initial reserved words counter.
1B00H		Load register A with the character at the location of the input buffer pointer in register pair HL.
1C01H	1C01H	Check to see if the character in register A is lowercase.
1C03H - 1C04H		Jump if the character in register A isn't lowercase.
1C05H - 1C06H		Check to see if the character in register A is lowercase.
1C07H - 1C08H		Jump if the character in register A isn't lowercase.
1C09H - 1C0AH		Make the lowercase character in register A uppercase.
1C0BH		Save the adjusted character in register A at the location of the input buffer pointer in register pair HL.
1C0CH		Load register C with the character at the location of the input buffer pointer in register pair HL.
1C0DH		Exchange the input buffer pointer in register pair HL with the reserved words list pointer in register pair DE.
1C0EH		Bump the value of the reserved words list pointer in register pair HL.
1C0FH		Check to see if bit 7 of the character at the location of the reserved words list pointer in register pair HL is set.
1C10H - 1C12H		Jump if the character at the location of the reserved words list pointer in register pair HL doesn't have bit 7 set.
1C13H		Bump the value of the reserved words counter in register B.
1C14H		Load register A with the character at the location of the reserved words list pointer in register pair HL.
1C15H - 1C16H		Reset bit 7 of the character in register A.

1C17H	Return if this is the end of the reserved words list.
1C18H	Check to see if the character in register C is the same as the character at the location of the reserved words list pointer in register A.
1C19H - 1C1AH	Jump if the characters don't match.
1C1BH	Exchange the value of the reserved words list pointer in register pair HL with the value of the input buffer pointer in register pair DE.
1C1CH	Save the value of the input buffer pointer in register pair HL on the stack.
1C1DH	Bump the value of the reserved words list pointer in register pair DE.
1C1EH	Load register A with the character at the location of the reserved words list pointer in register pair DE.
1C1FH	Check to see if bit 7 of the character in register A is set.
1C20H - 1C22H	Jump if bit 7 of the character in register A is set.
1C23H	Load register C with the character in register A.
1C24H	Load register A with the value of the reserved words counter in register B.
1C25H - 1C26H	Check to see if the current reserved word being checked is GOTO.
1C27H - 1C28H	Jump if the current reserved word being checked isn't GOTO.
1C29H	Go bump the input buffer pointer in register pair HL till it points to the next character.
1C2AH	Decrement the value of the input buffer pointer in register pair HL.
1C2BH	Bump the value of the input buffer pointer in register pair HL.
1C2CH	Load register A with the character at the location of the input buffer pointer in register pair HL.
1C2DH - 1C2EH	Check to see if the character in register A is lowercase.
1C2FH - 1C30H	Jump if the character in register A isn't lowercase.
1C31H - 1C32H	Make the character in register A uppercase.

1C33H	Check to see if the character in register A matches the character in register C.
1C34H - 1C35H	Jump if the character in the input matches the reserved words character.
1C36H	Get the current input buffer pointer from the stack and put it in register pair HL.
1C37H - 1C38H	Jump.
1C39H	Load register C with the value of the reserved words counter in register B.
1C3AH	Get the value from the stack and put it in register pair AF.
1C3BH	Exchange the input buffer pointer in register pair HL with the reserved words list pointer in register pair DE.
1C3CH	Return.
1C3DH	Exchange the reserved words list pointer in register pair HL with the input buffer pointer in register pair DE.
1C3EH	Load register A with the value of the reserved words counter in register C.
1C3FH	Get the value from the stack and put it in register pair BC.
1C40H	Get the input buffer pointer from the stack and put it in register pair DE.
1C41H	Exchange the input buffer pointer in register pair HL with the input buffer pointer in register pair DE.
1C42H - 1C43H	Check to see if the token in register A is an ELSE token.
1C44H - 1C45H	Save a colon at the location of the input buffer pointer in register pair HL.
1C46H - 1C47H	Jump if the token in register A isn't an ELSE token.
1C48H	Bump the value of the counter in register C.
1C49H	Bump the value of the input buffer pointer in register pair HL.
1C4AH - 1C4BH	Check to see if the token in register A is a REM token.
1C4CH - 1C4DH	Jump if the token in register A isn't a REM token.

1C4EH - 1C4FH	Save a colon at the location of the input buffer pointer in register pair HL.
1C50H	Bump the value of the input buffer pointer in register pair HL.
1C51H - 1C52H	Load register B with a REM token.
1C53H	Save the REM token in register B at the location of the input buffer pointer in register pair HL.
1C54H	Bump the value of the input buffer pointer in register pair HL.
1C55H	Exchange the value of the input buffer pointer in register pair HL with the value of the input buffer pointer in register pair DE.
1C56H	Bump the value of the counter in register C.
1C57H	Bump the value of the counter in register C.
1C58H - 1C59H	Jump.
1C5AH	Exchange the value of the input buffer pointer in register pair HL with the value of the input buffer pointer in register pair DE.
1C5BH	Bump the value of the input buffer pointer in register pair HL.
1C5CH	Save the value of the token in register A at the location of the input buffer pointer in register pair DE.
1C5DH	Bump the value of the input buffer pointer in register pair DE.
1C5EH	Bump the value of the counter in register C.
1C5FH - 1C60H	Check to see if the character in register A is a colon.
1C61H - 1C62H	Jump if the character in register A is a colon.
1C63H - 1C64H	Check to see if the token in register A is a DATA token.
1C65H - 1C66H	Jump if the token in register A isn't a DATA token.
1C67H - 1C69H	Save the value in register A as the current tokenization flag.
1C6AH - 1C6BH	Check to see if the token in register A is a REM token.
1C6CH - 1C6EH	Jump if the token in register A isn't a REM token.

1C6FH	Load register B with a zero.
1C70H	Load register A with the character at the location of the input buffer pointer in register pair HL.
1C71H	Check to see if the character in register A is an end of the input character.
1C72H - 1C73H	Jump if the character in register A is an end of the input character.
1C74H	Check to see if the character in register B matches the character in register A.
1C75H - 1C76H	Jump if the character in register B matches the character in register A.
1C77H	Bump the value of the input buffer pointer in register pair HL.
1C78H	Save the character in register A at the location of the input buffer pointer in register pair DE.
1C79H	Bump the value of the counter in register C.
1C7AH	Bump the value of the input buffer pointer in register pair DE.
1C7BH - 1C7CH	Loop till a match is found.
1C7DH - 1C7FH	Load register pair HL with a five.
1C80H	Load register B with zero.
1C81H	Add the length of the input in register pair BC to the value in register pair HL.
1C82H	Load register B with the MSB of the value in register H.
1C83H	Load register C with the LSB of the value in register L.
1C84H - 1C86H	Load register pair HL with the address of the input buffer.
1C87H	Decrement the value of the input buffer pointer in register pair HL.
1C88H	Decrement the value of the input buffer pointer in register pair HL.
1C89H	Decrement the value of the input buffer pointer in register pair HL.
1C8AH	Zero the location of the input buffer pointer in register pair DE.

1C8BH	Bump the value of the input buffer pointer in register pair DE.
1C8CH	Zero the location of the input buffer pointer in register pair DE.
1C8DH	Bump the value of the input buffer pointer in register pair DE.
1C8EH	Zero the location of the input buffer pointer in register pair DE.
1C8FH	Return.
1C90H - 1C95H	RST 0018H CODE
1C90H	Load register A with the MSB of the value in register H.
1C91H	Subtract the value of the MSB of the value in register D from the MSB of the value in register A.
1C92H	Return if the MSB of the value in register D doesn't equal the MSB of the value in register H.
1C93H	Load register A with the LSB of the value in register L.
1C94H	Subtract the LSB of the value in register E from the LSB of the value in register A.
1C95H	Return.
1C96H - 1CA0H	RST 0008H CODE
1C96H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1C97H	Exchange the value of the current BASIC program pointer in register pair HL with the value of the return address on the stack.
1C98H	Check to see if the character at the location of the return address in register pair HL is the same as the character in register A.
1C99H	Bump the value of the return address in register pair HL.
1C9AH	Exchange the value of the return address in register pair HL with the value of the current BASIC program pointer on the stack.
1C9BH - 1C9DH	Jump to the RST 0010H code if the characters match.

1C93 - 1C90H	Jump to the Level II BASIC error routine and display a SN ERROR message if the characters don't match.
1CA1H - 1D1DH	Level II BASIC FOR ROUTINE
1CA1H - 1CA2H	Load register A with the value for the FOR flag.
1CA3H - 1CA5H	Save the value in register A as the current value of the FOR flag.
1CA6H - 1CA8H	Go evaluate the N=M portion of the expression.
1CA9H	Exchange the value of the current BASIC program pointer in register pair HL with the value on the stack.
1CAAH - 1CACH	Go check to see if there is a FOR statement on the stack already using the same variable name.
1CADH	Get the current BASIC program pointer from the stack and put it in register pair DE.
1CAEH - 1CAFH	Jump if there isn't a matching FOR statement on the stack.
1CBOH	Add the value in register pair BC to the value in register pair HL.
1CB1H	Load register pair SP with the value in register pair HL.
1CB2H - 1CB4H	Save the value in register pair HL as the stack pointer.
1CB5H	Exchange the value of the current BASIC program pointer in register pair DE with the value of the stack pointer address in register pair HL.
1CB6H - 1CB7H	Load register C with the number of words of memory to check for.
1CB8H - 1CBAH	Go check to see if there is enough memory left.
1CBBH	Save the value of the current BASIC program pointer in register pair HL on the stack.
1CBCH - 1CBEH	Go bump the current BASIC program pointer in register pair HL till it points to the end of the BASIC statement.
1CBFH	Exchange the adjusted value of the current BASIC program pointer in register pair HL with the value of the current BASIC program pointer on the stack.
1CC0H	Save the value of the current BASIC program pointer in register pair HL on the stack.

1CC1H - 1CC3H	Load register pair HL with the value of the current BASIC line number.
1CC4H	Exchange the value of the current BASIC line number in register pair HL with the value of the current BASIC program pointer on the stack.
1CC5H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be TO token(BD).
1CC6H	The value to be checked for by the syntax check is stored here.
1CC7H	Go check the current value of the number type flag.
1CC8H - 1CCA H	Go to the Level II BASIC error routine and display a TM ERROR message if the current value of the number type flag is a string.
1CCBH - 1CCDH	Go to the Level II BASIC error routine and display a TM ERROR message if the current value of the number type flag is double precision.
1CCEH	Save the value in register pair AF on the stack.
1CCFH - 1CD1H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
1CD2H	Get the value from the stack and put it in register pair AF.
1CD3H	Save the value of the current BASIC program pointer in register pair HL on the stack.
1CD4H - 1CD6H	Jump if the current number type is single precision.
1CD7H - 1CD9H	Go convert the current value in REG1 to an integer.
1CDAH	Exchange the integer value in register pair HL with the value of the current BASIC program pointer on the stack.
1CDBH - 1CCDH	Load register pair DE with the default STEP value.
1CDEH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1CDFH - 1CE0H	Check to see if the character in register A is a STEP token.
1CE1H - 1CE3H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the integer value in register pair DE if the character in register A is a STEP token.

1CE4H	Save the integer value in register pair DE on the stack.
1CE5H	Save the current BASIC program pointer in register pair HL on the stack.
1CE6H	Exchange the integer value in register pair DE with the value of the current BASIC program pointer in register pair HL.
1CE7H - 1CE9H	Go load register A with the value of the sign for the STEP value in register pair HL.
1CEAH - 1CEBH	Jump.
1CECH - 1CEEH	Go convert the current value in REG1 to single precision.
1CEFH - 1CF1H	Go move the single precision value in REG1 into register pairs BC and DE.
1CF2H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1CF3H	Save the exponent and the MSB for the single precision value in register pair BC on the stack.
1CF4H	Save the NMSB and the LSB for the single precision value in register pair DE on the stack.
1CF5H - 1CF7H	Load register pair BC with the exponent and the MSB for a single precision constant.
1CF8H	Zero the NMSB for the single precision constant in register D.
1CF9H	Zero the LSB for the single precision constant in register E. Register pairs BC and DE now hold a single precision constant equal to one.
1CFAH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1CFBH - 1CFCH	Check to see if the character in register A is a STEP token.
1CFDH - 1CFEH	Load register A with the default sign for the STEP value.
1CFFH - 1D00H	Jump if the character at the location of the current BASIC program pointer in register A isn't a STEP token.
1D01H - 1D03H	Go evaluate the expression at the location of the current BASIC program pointer and return with the result in REG1.

1D04H	Save the value of the current BASIC program pointer in register pair HL on the stack.
1D05H - 1D07H	Go convert the current value in REG1 to single precision and return with the result in REG1.
1D08H - 1D0AH	Go move the single precision value in REG1 into register pairs BC and DE.
1D0BH - 1D0DH	Go get the sign for the value in REG1 into register A.
1D0EH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1D0FH	Save the exponent and the NMSB for the single precision value in register pair BC on the stack.
1D10H	Save the NMSB and the LSB for the single precision value in register pair DE on the stack.
1D11H	Load register C with the sign value in register A.
1D12H	Go check the current value of the number type flag.
1D13H	Load register B with the value of the number type flag test in register A.
1D14H	Save the value in register pair BC on the stack.
1D15H	Save the value of the current BASIC program pointer in register pair HL on the stack.
1D16H - 1D18H	Load register B with a FOR token.
1D19H	Exchange the value of the variable address in register pair HL with the value of the current BASIC program pointer on the stack.
1D1AH - 1D1BH	Load register B with the FOR token.
1D1CH	Save the value in register pair BC on the stack.
1D1DH	Bump the value of the stack pointer.
1D1EH - 1D77H	LEVEL II BASIC INTERPRETER
1D1EH - 1D20H	Go check to see if a key has been pressed.
1D21H	Set the flags.
1D22H - 1D24H	Go check to see if the key pressed was a shift @.
1D25H - 1D27H	Save the value of the current BASIC program pointer.
1D28H - 1D2BH	Save the value of the stack pointer.

1D2CH	Load register A with the value at the location of the current BASIC program pointer in register pair HL.
1D2DH - 1D2EH	Check to see if the character in register A is a colon.
1D2FH - 1D30H	Jump if the character in register A is a colon.
1D31H	Check to see if the character in register A is an end of the BASIC line character.
1D32H - 1D34H	Go to the Level II BASIC error routine and display a SN ERROR message if the character in register A isn't an end of the BASIC line character.
1D35H	Bump the value of the current BASIC program pointer in register pair HL.
1D36H	Load register A with the LSB of the next BASIC line pointer at the location of the current BASIC program pointer in register pair HL.
1D37H	Bump the value of the current BASIC program pointer in register pair HL.
1D38H	Check to see if the next BASIC line pointer is equal to zero.
1D39H - 1D3BH	Jump if this is the end of the BASIC program.
1D3CH	Bump the value of the current BASIC program pointer in register pair HL.
1D3DH	Load register E with the LSB of the BASIC line number at the location of the current BASIC program pointer in register pair HL.
1D3EH	Bump the value of the current BASIC program pointer in register pair HL.
1D3FH	Load register D with the MSB of the BASIC line number at the location of the current BASIC program pointer in register pair HL.
1D40H	Exchange the value of the BASIC line number in register pair DE with the value of the current BASIC program pointer in register pair HL.
1D41H - 1D43H	Save the value of the BASIC line number in register pair HL.
1D44H - 1D46H	Load register A with the value of the TRON flag.
1D47H	Check for TRON.
1D48H - 1D49H	Jump if TROFF.

1D4AH	Save the value of the current BASIC program pointer in register pair DE on the stack.
1D4BH - 1D4CH	Load register A with a <.
1D4DH - 1D4FH	Go display the character in register A on the video display.
1D50H - 1D52H	Go display the current BASIC line number in register pair HL on the video display.
1D53H - 1D54H	Load register A with a >.
1D55H - 1D57H	Go display the character in register A on the video display.
1D58H	Get the value of the current BASIC program pointer from the stack and put it in register pair DE.
1D59H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
1D5AH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
1D5BH - 1D5DH	Load register pair DE with the return address.
1D5EH	Save the return address in register pair DE on the stack.
1D5FH	Return if the character at the location of the current BASIC program pointer in register pair HL is an end of the BASIC line character.
1D60H - 1D61H	Check to see if the character at the location of the current BASIC program pointer in register A is a token.
1D62H - 1D64H	Jump if the character in register A isn't a BASIC token.
1D65H - 1D66H	Check to see if the token in register A is less than a TAB(token.
1D67H - 1D69H	Jump if the token in register A is greater than or equal to a TAB(token.
1D6AH	Multiply the token value in register A by two.
1D6BH	Load the adjusted token value in register C from register A.
1D6CH - 1D6DH	Load register B with zero.

1D6EH	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
1D6FH - 1D71H	Load register pair HL with the list of BASIC execution addresses.
1D72H	Add the value of the token offset in register pair BC to the starting address of the list of BASIC execution addresses in register pair HL.
1D73H	Load register C with the LSB of the execution address at the location of the memory pointer in register pair HL.
1D74H	Bump the value of the memory pointer in register pair HL.
1D75H	Load register B with the MSB of the execution address at the location of the memory pointer in register pair HL.
1D76H	Save the value of the execution address in register pair BC on the stack.
1D77H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
1D78H - 1D90H	RST 0010H CODE
1D78H	Bump the value of the current BASIC program pointer in register pair HL.
1D79H	Load register A with the value of the character at the location of the current BASIC program pointer in register pair HL.
1D7AH - 1D7BH	Check to see if the character at the location of the current BASIC program pointer in register A is greater than or equal to a colon.
1D7CH	Return if the character at the location of the current BASIC program pointer in register A is greater than or equal to a colon.
1D7DH - 1D7EH	Check to see if the character at the location of the current BASIC program pointer in register A is a space.
1D7FH - 1D81H	Loop if the character at the location of the current BASIC program pointer in register A is a space.
1D82H - 1D83H	Check to see if the character at the location of the current BASIC program pointer in register A is greater than or equal to 0BH.
1D84H - 1D85H	Jump if the character at the location of the current

BASIC program pointer in register A if greater than or equal to 0BH.

1D86H - 1D87H Check to see if the character at the location of the current BASIC program pointer in register A is greater than or equal to 09H.

1D88H - 1D8AH Loop if the character at the location of the current BASIC program pointer in register A is greater than or equal to 09H.

1D8BH - 1D8CH Check to see if the character at the location of the current BASIC program pointer in register A is greater than or equal to a zero character.

1D8DH Complement the value of the Carry flag.

1D8EH Bump the value of the character at the location of the current BASIC program pointer in register A.

1D8FH Decrement the value of the character at the location of the current BASIC program pointer in register A.

1D90H Return.

1D91H - 1D9AH **LEVEL II BASIC RESTORE ROUTINE**

1D91H Load register pair DE with the value of the current BASIC program pointer in register pair HL.

1D92H - 1D94H Load register pair HL with the start of the BASIC program pointer.

1D95H Decrement the start of the BASIC program pointer in register pair HL.

1D96H - 1D98H Save the adjusted value in register pair HL as the current DATA pointer.

1D99H Load register pair HL with the value of the current BASIC program pointer in register pair DE.

1D9AH Return.

1D9BH - 1DADH **SCAN KEYBOARD ROUTINE**

1D9BH - 1D9DH Go scan the keyboard.

1D9EH Check to see if a key was pressed.

1D9FH Return if a key wasn't pressed.

1DA0H - 1DA1H Check to see if the key pressed in register A is a shift @ key.

1DA2H - 1DA4H Go wait for another key to be pressed if the key pressed in register A was a shift @ key.

1DA5H - 1DA7H	Save the key pressed in register A as the value of the last key pressed.
1DA8H	Check to see if the BREAK key was pressed.
1DA9H	Return if the BREAK key wasn't pressed.
1DAAH	Readjust the value of the key pressed in register A.
1DABH - 1DADH	Jump.
1DAEH - 1DE3H	LEVEL II BASIC END ROUTINE
1DAEH	Return and display a SN ERROR message if there is anything following the END token.
1DAFH	Save the value in register pair AF on the stack.
1DB0H - 1DB2H	Go call the DOS link at 41BBH.
1DB3H	Get the value from the stack and put it in register pair AF.
1DB4H - 1DB6H	Save the value of the current BASIC program pointer in register pair HL.
1DB7H - 1DB9H	Load register pair HL with the starting address of the temporary string work area.
1DBAH - 1DBC H	Save the value in register pair HL as the new temporary string work area pointer.
1DBEH - 1DBFH	Set the flags.
1DC0H	Get the value from the stack and put it in register pair BC.
1DC1H - 1DC3H	Load register pair HL with the value of the current BASIC line number.
1DC4H	Save the value of the current BASIC line number in register pair HL on the stack.
1DC5H	Save the value in register pair AF on the stack.
1DC6H	Load register A with the LSB of the current BASIC line number in register L.
1DC7H	Combine the MSB of the current BASIC line number in register H with the LSB of the current BASIC line number in register A.
1DC8H	Bump the combined value of the current BASIC line number in register A.
1DC9H - 1DCAH	Jump if Level II BASIC is in the command mode.

1DCBH - 1DCDH	Save the value of the current BASIC line number in register pair HL.
1DCEH - 1DD0H	Load register pair HL with the value of the current BASIC program pointer.
1DD1H - 1DD3H	Save the value of the current BASIC program pointer in register pair HL.
1DD4H - 1DD6H	Go set the current output device to the video display.
1DD7H - 1DD9H	Go display a carriage return if necessary.
1DDAH	Get the value from the stack and put it in register pair AF.
1DDBH - 1DDDH	Load register pair HL with the starting address of the BREAK message.
1DDEH - 1DE0H	Jump if it was a BREAK or a STOP that halted program execution.
1DE1H - 1DE3H	Jump.
1DE4H - 1DF6H	LEVEL II BASIC CONT ROUTINE
1DE4H - 1DE6H	Load register pair HL with the value of the continuation address.
1DE7H	Load register A with the MSB of the continuation address in register H.
1DE8H	Combine the LSB of the continuation address in register L with the MSB of the continuation address in register A.
1DE9H - 1DEAH	Load register E with a CN ERROR code.
1DEBH - 1DEDH	Go to the Level II BASIC error routine and display a CN ERROR message if CONT isn't possible.
1DEEH	Load register pair DE with the value of the continuation address in register pair HL.
1DEFH - 1DF1H	Load register pair HL with the value of the last BASIC line number executed.
1DF2H - 1DF4H	Save the last line number executed in register pair HL as the current BASIC line number.
1DF5H	Load register pair HL with the value of the continuation address in register pair DE.
1DF6H	Return.
1DF7H - 1DF8H	TRON ENTRY POINT

1DF7H - 1DF8H Load register A with a nonzero value.
 1DF8H **TROFF ENTRY POINT**
 1DF8H Zero register A.
 1DF9H - 1DFCH **COMMON CODE SHARED
BY TRON AND TROFF**
 1DF9H - 1DFBH Save the value in register A as the current value of
the TRON/TROFF flag.
 1DFCH Return.
 1DFDH - 1DFFH **DISK ROUTINE NOT
USED BY LEVEL II BASIC.**
 1E00H - 1E02H **DEFSTR ENTRY POINT**
 1E00H - 1E01H Load register E with the string number type flag
(03H).
 1E03H - 1E05H **DEFINT ENTRY POINT**
 1E03H - 1E04H Load register E with the integer number type flag
(02H).
 1E06H - 1E08H **DEFSNG ENTRY POINT**
 1E06H - 1E07H Load register E with the single precision number
type flag (04H).
 1E09H - 1E0AH **DEFDBL ENTRY POINT**
 1E09H - 1E0AH Load register E with the double precision number
type flag (08H).
 1E0BH - 1E3CH **COMMON CODE SHARED BY
DEFSTR, DEFINT, DEFSNG, AND DEFDBL**
 1E0BH - 1E0DH Go check to see if the character at the location of the
current BASIC program pointer in register A is
alphabetic.
 1E0EH - 1E10H Load register pair BC with a return address which
will return to the SN ERROR routine.
 1E11H Save the value of the return address in register pair
BC on the stack.
 1E12H Return if the character at the location of the current
BASIC program pointer in register A isn't alpha-
betic.
 1E13H - 1E14H Subtract 41H from the letter's value in register A so
that it will be in the range of 0-25.

1E15H	Load register C with the adjusted value in register A.
1E16H	Load register B with the adjusted value in register A.
1E17H	Go bump the value of the current BASIC program pointer in register pair HL until it points to the next character.
1E18H - 1E19H	Check to see if the character at the location of the current BASIC program pointer in register A is a -.
1E1AH - 1E1BH	Jump if the character at the location of the current BASIC program pointer in register A isn't a -.
1E1CH	Go bump the current BASIC program pointer in register pair HL until it points to the next character.
1E1DH - 1E1FH	Go check to see if the character in register A is alphabetic.
1E20H	Return if the character at the location of the current BASIC program pointer in register A isn't alphabetic.
1E21H - 1E22H	Subtract 41H from the letter's value in register A so that it will be in the range of 0-25.
1E23H	Load register B with the adjusted value in register A.
1E24H	Go bump the value of the current BASIC program pointer in register pair HL until it points to the next character.
1E25H	Load register A with the value of the second letter in register B.
1E26H	Subtract the value of the first letter in register C from the value of the second letter in register A.
1E27H	Return if the letter values are in descending order.
1E28H	Bump the value in register A so that it holds the number of variable names to be changed.
1E29H	Exchange the value of the return address on the stack with the value of the current BASIC program pointer in register pair HL.
1E2AH - 1E2CH	Load register pair HL with the starting address of the variable declaration table.
1E2DH - 1E2EH	Load register B with zero.
1E2FH	Add the value of the first letter in register pair BC to

	the value of the starting address of the variable declaration table in register pair HL.
1E30H	Save the number type flag in register E at the location of the memory pointer in register pair HL.
1E31H	Bump the value of the memory pointer in register pair HL.
1E32H	Decrement the count of the number of variables to be changed in register A.
1E33H - 1E34H	Loop until all of the variables have been changed.
1E35H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1E36H	Load A with the character at the location of the current BASIC program pointer in register pair HL.
1E37H - 1E38H	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
1E39H	Return if the character at the location of the current BASIC program pointer in register A isn't a comma.
1E3AH	Go bump the current BASIC program pointer in register pair HL until it points to the next character.
1E3BH - 1E3CH	Loop until done.
1E3DH - 1E44H	EXAMINE VARIABLE
1E3DH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1E3EH - 1E3FH	Check to see if the character at the location of the current BASIC program pointer in register A is less than an A.
1E40H	Return if the character at the location of the current BASIC program pointer in register A is less than an A.
1E41H - 1E42H	Check to see if the character at the location of the current BASIC program pointer in register A is greater than a Z.
1E43H	Complement the value of the Carry flag. On exit this routine will have the Carry flag set if the character at the location of the current BASIC program pointer in register A isn't alphabetic and will have the Carry flag cleared if the character at the location of the current BASIC program pointer in register A is alphabetic.

1E44H	Return.
1E45H - 1E4EH	EXAMINE VARIABLE
1E45H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
1E46H - 1E48H	Go evaluate the expression at the current location of the BASIC program pointer in register pair HL and return with the integer result in register pair DE.
1E49H	Return if the integer result in register pair DE is positive.
1E4AH - 1E4BH	Load register E with an FC ERROR code.
1E4CH - 1E4EH	Go to the Level II BASIC error routine and display a FC ERROR message if the integer result in register pair DE is negative.
1E4FH - 1E79H	ASCII TO BINARY
1E4FH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1E50H - 1E51H	Check to see if the character at the location of the current BASIC program pointer in register A is a period.
1E52H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
1E53H - 1E55H	Load register pair HL with the current BASIC line number.
1E56H	Exchange the value of the current BASIC program pointer in register pair DE with the current BASIC line number in register pair HL.
1E57H - 1E59H	Jump if the character at the location of the current BASIC program pointer in register A is a period.
1E5AH	Decrement the value of the current BASIC program pointer in register pair HL.
1E5BH - 1E5DH	Load register pair DE with zero.
1E5EH	Go bump the value of the current BASIC program pointer in register pair HL until it points to the next character.
1E5FH	Return if the character at the location of the current BASIC program pointer in register A isn't numeric.
1E60H	Save the value of the current BASIC program pointer in register pair HL on the stack.

1E61H	Save the value in register pair AF on the stack.
1E62H - 1E64H	Load register pair HL with 6552.
1E65H	Check to see if the integer value in register pair DE is greater than 6552.
1E66H - 1E68H	Go to the Level II BASIC error routine and display a SN ERROR message if the value in register pair DE is greater than 6552.
1E69H	Load register H with the MSB of the integer total in register D.
1E6AH	Load register L with the LSB of the integer total in register E.
1E6BH	Multiply the integer value in register pair HL by two.
1E6CH	Multiply the integer value in register pair HL by two. The integer result in register pair HL is now equal to the integer value in register pair DE times four.
1E6DH	Add the integer value in register pair DE to the integer value in register pair HL. The integer result in register pair HL is now equal to the integer value in register pair DE times five.
1E6EH	Multiply the integer value in register pair HL by two. The integer result in register pair HL is now equal to the integer value in register pair DE times ten.
1E6FH	Get the value from the stack and put it in register pair AF.
1E70H - 1E71H	Convert the ASCII digit in register A to binary.
1E72H	Load register E with the binary value of the character in register A.
1E73H - 1E74H	Load register D with zero.
1E75H	Add the binary value of the character in register pair DE to the integer value in register pair HL.
1E76H	Load register pair DE with the integer result in register pair HL.
1E77H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1E78H - 1E79H	Loop till the ASCII to binary conversion has been completed.

1E7AH - 1EA0H LEVEL II BASIC CLEAR ROUTINE

- 1E7AH - 1E7CH Jump if there isn't a number of bytes specified to clear for string space.
- 1E7DH - 1D7FH Go evaluate the number of bytes to be reserved for string space and return with the integer result in register pair DE.
- 1D80H Decrement the current BASIC program pointer in register pair HL.
- 1E81H Go bump the value of the current BASIC program pointer in register pair HL until it points to the next character.
- 1E82H Return if the character at the location of the current BASIC program pointer isn't an end of the BASIC statement character.
- 1E83H Save the value of the current BASIC program pointer in register pair HL on the stack.
- 1E84H - 1E86H Load register pair HL with the top of memory pointer.
- 1E87H Load register A with the LSB of the top of memory pointer in register L.
- 1E88H Subtract the LSB of the number of bytes for string space in register E from the LSB of the top of memory pointer in register A.
- 1E89H Load register E with the LSB of the start of string space in register A.
- 1E8AH Load register A with the MSB of the top of memory pointer in register H.
- 1E8BH Subtract the MSB of the number of bytes for string space in register D from the MSB of the top of memory pointer in register A.
- 1E8CH Load register D with the MSB of the start of string space pointer in register A.
- 1E8DH - 1E8FH Go to the Level II BASIC error routine and display an OM ERROR message if there isn't enough memory for the amount of string space specified.
- 1E90H - 1E92H Load register pair HL with the end of the BASIC program pointer.
- 1E93H - 1E95H Load register pair BC with the least amount of space needed for BASIC program variables.
- 1E96H Add the value in register pair BC to the end of

BASIC program pointer in register pair HL.

- 1E97H Go compare the adjusted end of the BASIC program pointer in register pair HL to the start of string space pointer in register pair DE.
- 1E98H - 1E9AH Go to the Level II BASIC error routine and display an OM ERROR message if the start of string space pointer in register pair DE is less than the adjusted end of the BASIC program pointer in register pair HL.
- 1E9BH Load register pair HL with the start of string space pointer in register pair DE.
- 1E9CH - 1E9EH Save the start of string space pointer in register pair HL.
- 1E9FH Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
- 1EA0H - 1EA2H Jump.
- 1EA3H - 1EB0H **LEVEL II BASIC RUN ROUTINE**
- 1EA3H - 1EA5H Jump if there isn't a line number specified after the RUN token.
- 1EA6H - 1EA8H Call the DOS line at 41C7H.
- 1EA9H - 1EABH Go initialize the BASIC variables and pointers.
- 1EACH - 1EAEH Load register pair BC with the return address.
- 1EAFH - 1EB0H Jump.
- 1EB1H - 1EC1H **LEVEL II BASIC GOSUB ROUTINE**
- 1EB1H - 1EB2H Load register B with the number of bytes needed for the GOSUB push.
- 1EB3H - 1EB5H Go make sure that there's enough memory for the GOSUB push.
- 1EB6H Get the return address from the stack and put it in register pair BC.
- 1EB7H Save the value of the current BASIC program pointer in register pair HL on the stack.
- 1EB8H Save the value of the current BASIC program pointer on the stack.
- 1EB9H - 1EBBH Load register pair HL with the value of the current BASIC line number.

1EBCH	Exchange the value of the current BASIC program pointer on the stack with the value of the current BASIC line number in register pair HL.
1EBDH - 1EBEH	Load register A with a GOSUB token.
1EBFH	Save the value in register pair AF on the stack.
1EC0H	Bump the value of the stack pointer.
1EC1H	Save the return address in register pair BC on the stack.
1EC2H - 1EDDH	LEVEL II BASIC GOTO ROUTINE
1EC2H - 1EC4H	Go evaluate the line number at the location of the current BASIC program pointer in register pair HL and return with the result in register pair DE.
1EC5H - 1EC7H	Go bump the current BASIC program pointer in register pair HL till it points to the end of the current BASIC line.
1EC8H	Save the value of the current BASIC program pointer in register pair HL on the stack.
1EC9H - 1ECBH	Load register pair HL with the value of the current BASIC line number.
1ECCH	Go compare the value of the current BASIC line number in register pair HL with the value of the line number to branch to in register pair DE.
1ECDH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1ECEH	Bump the value of the current BASIC program pointer in register pair HL.
1ECFH - 1ED1	If the line number to branch to in register pair DE is greater than the current BASIC line number then go find where the line number is located.
1ED2H - 1ED4H	If the line number to branch to in register pair DE is less than the current BASIC line number, then go find where the line number is located.
1ED5H	Load register H with the MSB of the new BASIC program pointer in register B.
1ED6H	Load register L with the LSB of the new BASIC program pointer in register C.
1ED7H	Decrement the value of the current BASIC program pointer in register pair HL.

1ED8H Jump if the new line number was found.

1ED9H - 1EDAH Load register E with an UL ERROR code.

1EDBH - 1EDDH Go to the Level II BASIC error routine and display an UL ERROR message if the line number wasn't found.

1EDEH - 1E04H **LEVEL II BASIC RETURN ROUTINE**

1EDEH Go to the Level II BASIC error routine and display a SN ERROR message if there is anything following the RETURN token.

1EDFH - 1EE0H Load register D with FFH

1EE1H - 1EE3H Go backspace the stack pointer by four and return with the value at the location of the stack pointer in register A.

1EE4H Load the stack pointer with the new value in register pair HL.

1EE5H - 1EE7HS Save the stack pointer position in register pair HL.

1EE8H - 1EE9H Check to see if the value in register A is a GOSUB token.

1EEAH - 1EEBH Load register E with a RG ERROR code.

1EECH - 1EEEH Go to the Level II BASIC error routine and display a RG ERROR message if there isn't a GOSUB push on the stack.

1EEFH Get the value of the GOBUS line number from the stack and put it in register pair HL.

1EF0H - 1EF2H Save the GOSUB line number in register pair HL as the current BASIC line number.

1EF3H Bump the value of the current BASIC line number in register pair HL.

1EF4H Load register A with the MSB of the adjusted current BASIC line number in register pair HL.

1EF5H Combine the LSB of the adjusted current BASIC line number in register L with the adjusted MSB of the current BASIC line number in register A.

1EF6H - 1EF7H Jump if Level II BASIC is in the command mode.

1EF8H - 1EFAH Load register A with the command mode flag.

1EFBH Check for the command mode.

1EFCH - 1EFEH	Jump if Level II BASIC is in the command mode.
1EFFH - 1F01H	Load register pair HL with the return address.
1F02H	Exchange the value of the current BASIC program pointer on the stack with the return address in register pair HL.
1F05H - 1F20H	SCAN ROUTINE
1F07H - 1F08H	Load register C with zero.
1F09H - 1F0AH	Load register B with zero.
1F0BH	Load register A with the stop scan character in register C.
1F0CH	Load register C with the stop scan character in register B.
1F0DH	Load register B with the stop scan character in register A.
1F0EH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1F0FH	Check to see if the character at the location of the current BASIC program pointer in register A is an end of the BASIC line character.
1F10H	Return if the character at the location of the current BASIC program pointer in register A is an end of the BASIC line character.
1F11H	Check to see if the character at the location of the current BASIC program pointer in register A is the same as the stop scan character in register B.
1F12H	Return if the character at the location of the current BASIC program pointer in register A is the same as the stop scan character in register B.
1F13H	Bump the value of the current BASIC program pointer in register pair HL.
1F14H - 1F15H	Check to see if the character at the location of the current BASIC program pointer in register A is a quote.
1F16H - 1F17H	Loop if the character at the location of the current BASIC program pointer in register A is a quote.
1F18H - 1F19H	Check to see if the character at the location of the current BASIC program pointer in register A is an IF token.

1F1AH - 1F1BH	Loop if the character at the location of the current BASIC program pointer in register A isn't an IF token.
1F1CH	Check to see if the character at the location of the current BASIC program pointer in register A is the same as the character in register B.
1F1DH	Add the value in register D to the value in register A.
1F1EH	Load register D with the value in register A.
1F1FH - 1F20H	Loop until scan is completed.
1F21H - 1F6BH	LEVEL II BASIC LET ROUTINE
1F21H - 1F23H	Go examine the variable at the location of the current BASIC program pointer in register pair HL and return with the variable's address in register pair DE.
1F24H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be an equal token (D5).
1F25H	The character to be checked for is stored here.
1F26H	Exchange the address of the variable in register pair DE with the value of the current BASIC program pointer in register pair HL.
1F27H - 1F29H	Save the address of the variable in register pair HL.
1F2AH	Exchange the value of the current BASIC program pointer in register pair DE with the address of the variable in register pair HL.
1F2BH	Save the address of the variable in register pair DE on the stack.
1F2CH	Go check the current value of the number type flag.
1F2DH	Save the value in register pair AF on the stack.
1F2EH - 1F30H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
1F31H	Get the value from the stack and put it in register pair AF.
1F32H	Exchange the address of the variable on the stack with the value of the current BASIC program pointer in register pair HL.
1F33H - 1F34H	Adjust the value in register A so that it will hold the correct number type flag.

1F35H - 1F37H	Go convert the result in REG1 to the same number type for the variable.
1F38H - 1F3AH	Go save the result of the expression.
1F3BH	Save the address of the variable in register pair DE on the stack.
1F3CH - 1F3DH	Jump if the result of the expression wasn't a string.
1F3EH - 1F40H	Load register pair HL with the starting address of the string's VARPTR in REG1.
1F41H	Save the VARPTR for the string result in register pair HL on the stack.
1F42H	Bump the value of the VARPTR for the string result in register pair HL.
1F43H	Load register E with the LSB of the address for the string at the location of the VARPTR for the string in register pair HL.
1F44H	Bump the value of the VARPTR for the string result in register pair HL.
1F45H	Load register D with the MSB of the address for the string at the location of the VARPTR for the string in register pair HL.
1F46H - 1F48H	Load register pair HL with the start of the BASIC program.
1F49H	Go compare the start of the BASIC program area in register pair HL with the address of the string result in register pair DE.
1F4AH - 1F4BH	Jump if the address of the string result in register pair DE is less than the start of the BASIC program area in register pair HL.
1F4CH - 1F4EH	Load register pair HL with the start of the string space pointer.
1F4FH	Go compare the start of the string spacer pointer in register pair HL with the address of the string result in register pair DE.
1F50H	Get the VARPTR for the string result from the stack and put it in register pair DE.
1F51H - 1F52H	Jump if the address of the string result in register pair DE was less than the start of the string space pointer in register pair HL.
1F53H - 1F55H	Load register pair HL with the simple variables pointer.

1F56H	Go compare the address of the VARPTR for the string result in register pair DE with the simple variables pointer in register pair HL.
1F57H - 1F58H	Jump if the address of the VARPTR for the string result in register pair DE is less than the simple variables pointer in register pair HL.
1F5AH	Get the VARPTR for the string result from the stack and put it in register pair DE.
1F5BH - 1F5DH	Go adjust the temporary string work area pointers.
1F5EH	Exchange the VARPTR for the string in register pair DE with the string's address in register pair HL.
1F5FH - 1F61H	Go move the string into string space.
1F62H - 1F64H	Go adjust the temporary string work area pointers.
1F65H	Exchange the address of the variable in register pair HL with the address of the variable on the stack.
1F66 - 1F68H	Go move the result to it's proper location in memory.
1F69H	Get the address of the variable from the stack and put it in register pair DE.
1F6AH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1F6BH	Return.
1F6CH - 1FAEH	LEVEL II BASIC ON ROUTINE
1F6CH - 1F6DH	Check to see if the character at the location of the current BASIC program pointer in register A is an ERROR token.
1F6EH - 1F6FH	Jump if the character at the location of the current BASIC program pointer in register A isn't an ERROR token.
1F70H	Bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
1F71H - 1F72H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a GOTO token.
1F73H - 1F75H	Go evaluate the line number to branch to at the location of the current BASIC program pointer in register pair HL and return with the result in register pair DE.

1F76H	Load register A with the MSB of the line number in register D.
1F77H	Combine the LSB of the line number in register E with the MSB of the line number in register A.
1F78H - 1F79H	Jump if the line number in register pair DE is equal to zero.
1F7AH - 1F7CH	Go find the location of the line number in register pair DE and return with the location of the line number in register pair BC.
1F7DH	Load register D with the MSB of the location of the BASIC line in register B.
1F7EH	Load register E with the LSB of the location of the BASIC line in register C.
1F7FH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
1F80H - 1F82H	Go to the Level II BASIC error routine and display an UL ERROR message if the BASIC line doesn't exist.
1F83H	Exchange the location of the BASIC line in register pair DE with the value of the current BASIC program pointer in register pair HL.
1F84H - 1F86H	Save the location of the BASIC line in register pair HL.
1F87H	Exchange the value of the current BASIC program pointer in register pair DE with the location of the BASIC line in register pair HL.
1F88H	Return.
1F89H - 1F8BH	Load register A with the value of the error flag.
1F8CH	Check to see if the error flag is set.
1F8DH	Return if the error flag is set.
1F8EH - 1F90H	Load register A with the error code.
1F91H	Load register E with the value of the error code in register A.
1F92H - 1F94H	Go to the Level II error routine and display the error message for the error code in register E.
1F95H - 1F97H	Go evaluate the expression at the location of the current BASIC program pointer and return with the result in register pair DE.

1F98H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1F99H	Load register B with the character at the location of the current BASIC program pointer in register A.
1F9AH - 1F9BH	Check to see if the character at the location of the current BASIC program pointer in register A is a GOSUB token.
1F9CH - 1F9DH	Jump if the character at the location of current BASIC program pointer in register A is a GOSUB token.
1F9EH - 1F9FH	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a GOTO token.
1FA0H	Decrement the value of the current BASIC program pointer in register pair HL.
1FA1H	Load register C with the LSB of the expression after the ON token in register E.
1FA2H	Decrement the line number counter in register C.
1FA3H	Load register A with the token in register B.
1FA4H - 1FA6H	Jump if the line number has been found.
1FA7H - 1FA9H	Evaluate the line number at the location of the current BASIC program pointer and return with the result in register pair DE.
1FAAH - 1FABH	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
1FACH	Return if the character at the location of the current BASIC program pointer in register A isn't a comma.
1FADH - 1FAEH	Loop until the line number has been located.
1FAFH - 1FF3H	LEVEL II BASIC RESUME ROUTINE
1FAFH - 1FB1H	Load register pair DE with the address of the Level II BASIC error flag.
1FB2H	Load register A with the error flag at the location of the memory pointer in register pair DE.
1FB3H	Check for an error.
1FB4H - 1FB6H	Go to the Level II BASIC error routine and display an RW ERROR message if an error hasn't occurred.

1FB7H	Clear the error flag in register A.
1FB8H - 1FBAH	Save the new error flag in register A.
1FBBH	Save the new error flag in register A at the location of the memory pointer in register pair DE.
1FBCH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
1FBDH - 1FBEH	Check to see if the character at the location of the current BASIC program pointer in register A is a NEXT token.
1FBFH - 1FC0H	Jump if the character at the location of the current BASIC program pointer in register A is a NEXT token.
1FC1H - 1FC3H	Go evaluate the line number at the location of the current BASIC program pointer and return with the result in register pair DE.
1FC4H	Return if there wasn't a line number at the location of the current BASIC program pointer.
1FC5H	Load register A with the MSB of the line number in register D.
1FC6H	Combine the LSB of the line number in register E with the MSB of the line number in register A.
1FC7H - 1FC9H	Jump if the line number in register pair DE isn't equal to zero.
1FCAH	Bump the value in register A so that it will indicate RESUME0.
1FCBH - 1FCCH	Jump to the RESUME0 code.
1FCDH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
1FCEH	Return if this is the end of the BASIC statement.
1FCFH - 1FD1H	Get the value of the current BASIC program pointer and put it in register pair HL.
1FD2H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
1FD3H - 1FD5H	Load register pair HL with the current BASIC line number.
1FD6H - 1FD8H	Save the value of the current BASIC line number in register pair HL.

1FD9H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
1FDAH	Return if this is RESUME0.
1FDBH	Get the character at the location of the current BASIC program pointer in register pair HL and put it in register A.
1FDCH	Check the character at the location of the current BASIC program pointer in register A to see if it's an end of the BASIC line character.
1FDDH - 1FDEH	Jump if the character at the location of the current BASIC program pointer in register A isn't an end of the BASIC line character.
1FDFH	Bump the value of the current BASIC program pointer in register pair HL.
1FEOH	Bump the value of the current BASIC program pointer in register pair HL.
1FE1H	Bump the value of the current BASIC program pointer in register pair HL.
1FE2H	Bump the value of the current BASIC program pointer in register HL.
1FE3H	Bump the value of the current BASIC program pointer in register pair HL.
1FE4H	Load register A with the MSB of the line number with the error in register D.
1FE5H	Combine the LSB of the line number with the error in register E with the MSB of the line number with the error in register A.
1FE6H	Bump the combined value of the line number with the error in register A.
1FE7H - 1FE9H	Jump if Level II BASIC isn't in the command mode.
1FEAH - 1FECH	Load register A with the command mode flag.
1FEDH	Check to see if the command mode flag in register A is set.
1FEEH - 1FF0H	Jump if Level II Basic is in the command mode.
1FF1H - 1FF3H	Return.
1FF4H - 2007H	LEVEL II BASIC ERROR ROUTINE
1FF4H - 1FF6H	Go evaluate the expression at the location of the

	current BASIC program pointer in register pair HL and return with the result in A.
1FF7H	Return if this isn't the end of the BASIC statement.
1FF8H	Check to see if the error number in register A is equal to zero.
1FF9H - 1FFBH	Go to the Level II BASIC error routine and display an FC ERROR message if the error code in register A is equal to zero.
1FFCH	Subtract one from the error code in register A.
1FFDH	Multiply the error code in register A by two.
1FFEH	Load register E with the value of the error code in register A.
1FFFH - 2000H	Check to see if the error code in register A is less than 45.
2001H - 2002H	Jump if the error code in register A is less than 45.
2003H - 2004H	Load register E with an UE ERROR code.
2005H - 2007H	Go to the Level II BASIC error routine and display the appropriate error message.
2008H - 2038H	LEVEL II BASIC AUTO ROUTINE
2008H - 200AH	Load register pair DE with a default line number of ten.
200BH	Save the default line number in register pair DE on the stack.
200CH - 200DH	Jump if this is the end of the BASIC statement.
200EH - 2010H	Go evaluate the line number at the current location of the BASIC program pointer in register pair HL and return with the result in register pair DE.
2011H	Exchange the value of the line number in register pair DE with the value of the current BASIC program pointer in register pair HL.
2012H	Exchange the default line number on the stack with the line number in register pair HL.
2013H - 2014H	Jump if this is the end of the BASIC statement.
2015H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
2016H - 2017H	Go check the syntax. The character at the location of

the current BASIC program pointer in register pair HL must be a comma.

- 2018H Load register pair DE with the value of the current BASIC program pointer in register pair HL.
- 2019H - 201BH Load register pair HL with the last AUTO increment value.
- 201CH Exchange the value of the current BASIC program pointer in register pair DE with the last AUTO increment value in register pair HL.
- 201DH - 201EH Jump if this is the end of the BASIC statement.
- 201FH - 2021H Go evaluate the AUTO increment number at the location of the current BASIC program pointer in register pair HL and return with the result in register pair DE.
- 2022H - 2024H Go to the Level II BASIC error routine and display a SN ERROR message if this isn't the end of the BASIC statement.
- 2025H Exchange the AUTO increment number in register pair DE with the value of the current BASIC program pointer in register pair HL.
- 2026H Load register A with the MSB of the AUTO increment number in register H.
- 2027H Combine the LSB of the AUTO increment number in register L with the MSB of the AUTO increment number in register A.
- 2028H - 202AH Go to the Level II BASIC error routine and display a FC ERROR message if the AUTO increment number in register pair HL is equal to zero.
- 202BH - 202DH Save the value of the AUTO increment number in register pair HL.
- 202EH - 2030H Set the AUTO flag.
- 2031H Get the line number from the stack and put it in register pair HL.
- 2032H - 2034H Save the line number in register pair HL as the next AUTO line number.
- 2035H Clean up the stack.
- 2036H - 2038H Jump to the Level II BASIC command mode.
- 2039H - 2066H **LEVEL II BASIC IF ROUTINE**
- 2039H - 203BH Go evaluate the expression at the location of the

	current BASIC program pointer and return with the result in REG1.
203CH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
203DH - 203EH	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
203FH - 2041H	If the character at the location of the current BASIC program pointer in register A is a comma then go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2042H - 2043H	Check to see if the character at the location of the current BASIC program pointer in register A is a THEN token.
2044H - 2046H	If the character at the location of the current BASIC program pointer in register A is a THEN token, then go bump the value of the current BASIC program pointer till it points to the next character.
2047H	Decrement the value of the current BASIC program pointer in register pair HL.
2048H	Save the value of the current BASIC program pointer on the stack.
2049H - 204BH	Check to see if the expression after the IF token was true or false.
204CH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
204DH - 204EH	Jump if the expression was false.
204FH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2050H - 2052H	Jump to the GOTO routine if the character at the location of the current BASIC program pointer in register pair HL is numeric.
2053H - 2055H	Jump.
2056H - 2057H	Load register D with the scan counter.
2058H - 205AH	Go scan the BASIC statement.
205BH	Check to see if this is the end of the BASIC instruction.

205CH	Return if this is the end of the BASIC statement.
205DH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
205EH - 205FH	Check to see if the character at the location of the current BASIC program pointer in register A is an ELSE token.
2060H - 2061H	Loop till an ELSE token is found.
2062H	Decrement the value of the scan counter.
2063H - 2064H	Loop till all of the ELSE tokens have been found.
2065H - 2066H	Jump.
2067H - 206EH	LEVEL II BASIC LPRINT ROUTINE
2067H - 2068H	Load register A with the output device code for the printer.
2069H - 206BH	Save the value in register A as the current output device type number.
206CH - 206EH	Jump.
206FH - 2177H	LEVEL II BASIC PRINT ROUTINE
206FH - 2071H	Call the DOS link at 41CAH.
2072H - 2073H	Check the character at the location of the current BASIC program pointer in register A to see if it's an @.
2074H - 2075H	Jump if the character at the location of the current BASIC program pointer in register A isn't an @.
2076H - 2078H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in register pair DE.
2079H - 207AH	Check to see if the location in register pair DE is greater than 1023H.
207AH - 207DH	Go to the Level II BASIC error routine and display a FC ERROR message if the location in register pair DE is greater than 1023.
207EH	Save the value of the current BASIC program pointer in register pair HL on the stack.
207FH - 2081H	Load register pair HL with the starting address of video memory.

2082H	Add the location in register pair DE to the starting address of video memory in register pair HL.
2083H - 2085H	Save the adjusted value in register pair HL as the current cursor position.
2086H	Load register A with the LSB of the new cursor position in register L.
2087H - 2088H	Mask the LSB of the cursor position in register A to determine the cursor's line position.
2089H - 208BH	Save the new cursor line position in register A.
208CH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
208DH - 208EH	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
208FH - 2090H	Check to see if the character at the location of the current BASIC program pointer in register A is a #.
2091H - 2092H	Jump if the character at the location of the current BASIC pointer in register A isn't a #.
2093H - 2095H	Go set the specified cassette drive number as the current cassette drive.
2096H - 2097H	Load register A with the output device type code for the cassette recorder.
2098H - 209AH	Save the value in register A as the current output device type code.
209BH	Decrement the value of the current BASIC program pointer in register pair HL.
209CH	Go bump the value of the current BASIC program pointer till it points to the next character.
209DH - 209FH	If the character at the location of the current BASIC program pointer in register A is an end of the BASIC statement character then go print a carriage return on the video display if necessary.
20A0H - 20A2H	Jump if the character at the location of the current BASIC program pointer in register A is an end of the BASIC statement character.
20A3H - 20A4H	Check to see if the character at the location of the current BASIC program pointer in register A is a USING token.

- 20A5H - 20A7H Jump if the character at the location of the current BASIC program pointer in register A is a USING token.
- 20A8H - 20A9H Check to see if the character at the location of the current BASIC program pointer in register A is a TAB(token.
- 20AAH - 20ACH Jump if the character at the location of the current BASIC program pointer in register A is a TAB(token.
- 20ADH Save the value of the current BASIC program pointer in register pair HL on the stack.
- 20AEH - 20AFH Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
- 20B0H - 20B2H Jump if the character at the location of the current BASIC program pointer in register A is a comma.
- 20B3H - 20B4H Check to see if the character at the location of the current BASIC program pointer in register A is a semicolon.
- 20B5H - 20B7H Jump if the character at the location of the current BASIC program pointer in register A is a semicolon.
- 20B8H Get the value of the current BASIC program pointer from the stack and put it in register pair BC.
- 20B9H - 20BBH Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
- 20BCH Save the value of the current BASIC program pointer in register pair HL on the stack.
- 20BDH Go check the current value of the number type flag.
- 20BEH - 20BFH Jump if the result in REG1 is a string.
- 20C0H - 20C2H Go convert the numeric value in REG1 to an ASCII string.
- 20C3H - 20C5H Go set up pointers in the temporary string area.
- 20C6H - 20C8H Call the DOS link at location 41CDH.
- 20C9H - 20CBH Load register pair HL with the VARPTR for the string to be sent to the current output device.
- 20CCH - 20CEH Load register A with the current value of the output device flag.

20CFH	Test the value of the current output device code in register A.
20D0H - 20D2H	Jump if the current output device is the cassette recorder.
20D3H - 20D4H	Jump if the current output device is the video display.
20D5H - 20D7H	Load register A with the current carriage position.
20D8H	Add the length of the string to be sent to the printer at the location of the memory pointer in register pair HL to the current carriage position in register A.
20D9H - 20DAH	Check to see if the adjusted length in register A is greater than 132.
20DBH - 20DCH	Jump.
20DDH - 20DFH	Load register A with the video line size.
20E0H	Load register B with the video line size in register A.
20E1H - 20E3H	Load register A with the current video line position.
20E4H	Add the length of the string to be sent to the video display at the location of the memory pointer in register pair HL to the value of the current video line position in register A.
20E5H	Check to see if the length in register A is greater than the video line length.
20E6H - 20E8H	Go send a carriage return to the current output device if necessary.
20E9H - 20EBH	Go send the string to the current output device.
20ECH - 20EDH	Load register A with a space.
20EEH - 20F0H	Go send the space in register A to the current output device.
20F1H	Check to see if register A is equal to zero.
20F2H - 20F4H	If necessary go send the string to the current output device.
20F6H - 20F8H	Loop till done.
20F9H - 20FBH	Load register A with the number of characters printed on the current line.
20FCH	Check to see if any characters have been printed on the current line.

20FDH Return if no characters have been printed on the current line.

20FEH - 20FFH Load register A with a carriage return.

21C0H - 2102H Go send the carriage return in register A to the current output device.

2103H - 2105H Call the DOS link at 41D0H.

2106H Zero register A.

2107H Return.

2108H - 210AH Call the DOS link at 41D3H.

210BH - 210DH Load register A with the value of the current output device flag.

210EH Test the value of the current output device flag in register A.

210FH - 2111H Jump if the printer or the video display is the current output device.

2112H - 2113H Load register A with a comma.

2114H - 2116H Send the comma in register A to the cassette recorder.

2117H - 2118H Loop till done.

2119H - 211AH Jump if the video display is the current output device.

211BH - 211DH Load register A with the current carriage position.

211EH - 211FH Check to see if the current carriage position in register A is greater than 112.

2120H - 2122H Jump.

2123H - 2125H Load register A with the video line length.

2126H Load register B with the video line length in register A.

2127H - 2129H Load register A with the current video line position.

212AH Check to see if the current video line position in register A is equal to the video line length in register B.

212BH - 212DH Go print a carriage return on the current output device if necessary.

212EH - 212FH	Jump if this is the end of the line on the current output device.
2130H - 2131H	Check to see if there is at least 16 spaces left on the current line for the current output device.
2132H - 2133H	Loop till there are at least 16 spaces left on the current line.
2134H	Figure the number of spaces to be sent to the current output device.
2135H - 2136H	Jump.
2137H - 2139H	Go evaluate the tab number at the location of the current BASIC program pointer in register pair HL and return with the result in register A.
213AH - 213BH	Mask the tab number in register A so that it doesn't exceed 63.
213CH	Load register B with the value of the tab number in register A.
213DH - 213EH	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
213FH	Decrement the value of the current BASIC program pointer in register pair HL.
2140H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2141H - 2143H	Call the DOS link at 41DCH.
2144H - 2146H	Load register A with the value of the current output device flag.
2147H	Test the value of the current output device flag in register A.
2148H - 214AH	Go to the Level II BASIC error routine and display a FC ERROR message if the current output device is the cassette recorder.
214BH - 214DH	Jump if the current output device is the video display.
214EH - 2150H	Load register A with the current carriage position.
2151H - 2152H	Jump.
2154H - 2155H	Load register A with the current video line position.
2156H	Complement the current line position in register A.

2157H	Add the tab number in register B to the adjusted line position in register A.
2158H - 2159H	Jump if the tab number in register B is less than the line position in register A.
215AH	Bump the number of spaces to be printed in register A.
215BH	Load register B with the number of spaces to be printed in register A.
215CH - 215DH	Load register A with a space.
215EH - 2160H	Send the space in register A to the current output device.
2161H	Decrement the value of the space counter in register B.
2162H - 2163H	Loop until all of the spaces have been printed.
2164H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2165H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2166H - 2168H	Loop until done.
2169H - 216BH	Load register A with the current output device flag.
216CH	Test the value of the current output device flag in register A.
216DH - 216FH	If the current output device flag is the cassette recorder, then go turn it off.
2170H	Load register A with the video display output device code.
2171H - 2173H	Save the value in register A as the current value of the output device flag.
2174H - 2176H	Call the DOS link at 41BEH.
2177H	Return.
2178H - 217EH	MESSAGE STORAGE LOCATION
2178H - 217EH	The REDO message is stored here.
217FH - 2285H	LEVEL II BASIC INPUT AND READ ROUTINES
217FH - 2181H	Load register A with the read flag.

2182H	Check to see if the read flag is set.
2183H - 2185H	Jump to the Level II BASIC error routine if the read flag is set.
2186H - 2188H	Load register A with the input type flag.
2189H	Check to see if the cassette recorder is the current input device.
218AH - 218BH	Load register E with the FD ERROR code.
218CH - 218EH	Go to the Level II BASIC error routine and display a FD ERROR message if the current input device is the cassette recorder.
218FH	Clean up the stack.
2190H - 2192H	Load register pair HL with the starting address of the REDO message.
2193H - 2195H	Go display the REDO message.
2196H - 2198H	Get the value of the current BASIC program pointer in register pair HL.
2199H	Return.
219AH - 219CH	Check to see if there is an illegal direct in the input statement.
219DH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
219EH - 21A0H	Call the DOS link at 41D6H.
21A1H - 21A2H	Check to see if the character at the location of the current BASIC program pointer in register A is a #.
21A3H - 21A5H	Set the current input device flag for the cassette recorder.
21A6H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
21A7H - 21A8H	Jump if there is keyboard input.
21A9H - 21ABH	Go read the cassette leader and find the sync byte.
21ACH	Save the current BASIC program pointer in register pair HL on the stack.
21ADH - 21AEH	Load register B with the size of the input buffer.

- 21AFH - 21B1H Load register pair HL with the starting address of the input buffer.
- 21B2H - 21B4H Go read a byte from the cassette recorder and return with it in register A.
- 21B5H Save the byte read from the cassette recorder in register A at the location of the input buffer pointer in register pair HL.
- 21B6H Bump the value of the input buffer pointer in register pair HL.
- 21B7H - 21B8H Check to see if the character read from the cassette recorder in register A is a carriage return.
- 21B9H - 21BAH Jump if the character read from the cassette recorder in register A is a carriage return.
- 21BBH - 21BCH Loop till the input buffer is full.
- 21BDH Decrement the value of the input buffer pointer in register pair HL.
- 21BEH - 21BFH Save a zero at the location of the input buffer pointer in register pair HL.
- 21C0H - 21C2H Go turn the cassette recorder off.
- 21C3H - 21C5H Load register pair HL with the starting address of the input buffer.
- 21C6H Decrement the value of the input buffer pointer in register pair HL.
- 21C7H - 21C8H Jump.
- 21C9H - 21CBH Load register pair BC with the return address.
- 21CCH Save the value of the return address in register pair BC on the stack.
- 21CDH - 21CEH Check to see if the character at the location of the current BASIC program pointer in register A is a quote.
- 21CFH Return if the character at the location of the current BASIC program pointer in register A isn't a quote.
- 21D0H - 21D2H Go set up pointers for the prompting message in the temporary string work area.
- 21D3H - 21D4H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a semicolon.

21D5H	Save the value of the current BASIC program pointer in register pair HL on the stack.
21D6H - 21D8H	Go display the prompting message.
21D9H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
21DAH	Return.
21DBH	Save the value of the current BASIC program pointer in register pair HL on the stack.
21DCH - 21DEH	Go get the input from the keyboard.
21DFH	Get the value of the current BASIC program pointer from the stack and put it in register pair BC.
21E0H - 21E2H	Jump if the BREAK key was pressed.
21E3H	Bump the value of the input buffer pointer in register pair HL.
21E4H	Load register A with the character at the location of the input buffer pointer in register pair HL.
21E5H	Test the value of the character at the location of the input buffer pointer in register A.
21E6H	Decrement the value of the input buffer pointer in register pair HL.
21E7H	Save the value of the current BASIC program pointer in register pair BC on the stack.
21E8H - 21EAH	Jump if the character at the location of the input buffer pointer in register A is an end of the input character.
21EBH - 21ECH	Save a comma at the location of the current input buffer pointer in register pair HL.
21EDH - 21EEH	Jump.
21EFH	Save the current BASIC program pointer in register pair HL.
21F0H - 21F2H	Load register pair HL with the location of the last DATA statement read.
21F3H	Set register A to a nonzero value if entered from the READ routine.
21F4H	This sets register A to zero if entered from the INPUT routine.

- 21F5H - 21F7H Save the value of the input type flag in register A.
- 21F8H Exchange the start of the input pointer in register pair HL with the current BASIC program pointer on the stack.
- 21F9H - 21FAH Jump.
- 21FBH - 21FCH Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
- 21FDH - 21FFH Go get the address of the variable at the location of the current BASIC program pointer in register pair HL and return with it in register pair DE.
- 2200H Exchange the value of the current BASIC program pointer in register pair HL with the start of the input buffer pointer on the stack.
- 2201H Save the variable's address in register pair DE on the stack.
- 2202H Load register A with the character at the location of the input buffer pointer in register pair HL.
- 2203H - 2204H Check to see if the character at the location of the input buffer pointer register A is a comma.
- 2205H - 2206H Jump if the character at the location of the input buffer pointer in register A is a comma.
- 2207H - 2209H Load register A with the input type flag.
- 220AH Check for READ or INPUT.
- 220BH - 220DH Jump if the input type flag in register A indicates READ.
- 220EH - 2210H Load register A with the value of the cassette input flag.
- 2211H Check to see if the input is from the cassette recorder.
- 2212H - 2213H Load register E with an OD ERROR code.
- 2214H - 2216H Go to the Level II BASIC error routine and display an OD ERROR message if the input is from the cassette recorder.
- 2217H - 2218H Load register A with a ?.
- 2219H - 221BH Go display the ? in register A.
- 221CH - 221EH Go get the keyboard input.

221FH	Get the address of the variable to be set from the stack and put it in register pair DE.
2220H	Get the value of the current BASIC program pointer from the stack and put it in register pair BC.
2221H - 2223H	Jump if the BREAK key was pressed.
2224H	Bump the value of the input buffer pointer in register pair HL.
2225H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2226H	Check to see if the character at the location of the input buffer pointer in register A is an end of the input character.
2227H	Decrement the value of the input buffer pointer in register pair HL.
2228H	Save the value of the current BASIC program pointer in register pair BC on the stack.
2229H - 222BH	Jump if the character at the location of the input buffer pointer in register A is an end of the input character.
222CH	Save the variable's address in register pair DE on the stack.
222DH - 222FH	Call the DOS link at 41DCH.
2230H	Go check the current value of the number type flag.
2231H	Save the number type of the variable on the stack.
2232H - 2233H	Jump if the variable to be set is numeric.
2234H	Bump the value of the input buffer pointer in register pair HL.
2235H	Load register D with the character at the location of the input buffer pointer in register A.
2236H	Load register B with the character at the location of the input buffer pointer in register A.
2237H - 2238H	Check to see if the character at the location of the input buffer pointer in register A is a quote.
223AH - 223CH	Jump if the character at the location of the input buffer pointer in register A is a quote.
223DH - 223EH	Load register B with the scan character.

223FH	Decrement the value of the input buffer pointer in register pair HL.
2240H - 2242H	Go set up the pointers for the temporary string work area.
2243H	Get the number type for the variable from the stack and put it in register A.
2244H	Load register pair DE with the value of the input buffer pointer in register pair HL.
2245H - 2247H	Load register pair HL with the value of the return address.
2248H	Exchange the value of the return address in register pair HL with the value of the current BASIC program pointer on the stack.
2249H	Save the value of the input buffer pointer in register pair DE on the stack.
224AH - 224CH	Go set the variable to the value of the string.
224DH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
224EH	Load register A with the number type for the variable to be set.
224FH	Save the value in register pair AF on the stack.
2250H - 2252H	Load register pair BC with the value of the return address.
2253H	Save the return address in register pair BC on the stack.
2254H - 2256H	Go convert the ASCII string at the location of the input buffer pointer in register pair HL if the current number type is integer or single precision.
2257H - 2259H	Go convert the ASCII string at the location of the input buffer pointer in register pair HL to binary if the current number type is double precision.
225AH	Decrement the value of the input buffer pointer in register pair HL.
225BH	Go bump the value of the input buffer pointer in register pair HL till it points to the next character.
225CH - 225DH	Jump if the character at the location of the input buffer pointer in register pair HL is an end of the input character.

225EH - 225FH	Check to see if the character at the location of the input buffer pointer in register A is a comma.
2260H - 2262H	Jump if the character at the location of the input buffer pointer in register A isn't a comma.
2263H	Exchange the value of the input buffer pointer in register pair HL with the value of the current BASIC program pointer on the stack.
2264H	Decrement the value of the current BASIC program pointer in register pair HL.
2265H	Bump the value of the current BASIC program pointer in register pair HL.
2266H - 2268H	Go examine the next variable if the character at the location of the current BASIC program pointer in register pair HL isn't an end of the BASIC statement character.
2269H	Clean up the stack.
226AH - 226CH	Load register A with the error flag.
226DH	Check to see if the error flag in register A indicates an error.
2263H	Return to the BASIC interpreter if the error flag in register A doesn't indicate an error.
226FH - 2271H	Load register A with the value of the input type flag.
2272H	Check to see if the input type is READ or INPUT.
2273H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
2274H - 2276H	Jump if the input type flag is set for READ.
2277H	Save the current BASIC program pointer in register pair DE on the stack.
2278H - 227AH	Call the DOS link at 41DFH.
227BH	Check to see if this is the end of the input.
227CH - 227EH	Load register pair HL with the starting address of the EXTRA IGNORED message.
227FH - 2281H	Go display the EXTRA IGNORED message.
2282H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2283H - 2285H	Go turn off the cassette recorder and return to the BASIC interpreter.

2286H - 2295H MESSAGE STORAGE LOCATION

2286H - 2295H The EXTRA IGNORED message is stored here.

2296H - 22B5H FIND THE NEXT DATA STATEMENT ROUTINE

2296H - 2298H Go find the next DATA statement.

2299H Check to see if this is the end of the BASIC line.

229AH - 229BH Jump if the BASIC statement is terminated with a :.

229CH Bump the value of the current BASIC program pointer in register pair HL.

229DH Load register A with the LSB of the line address at the location of the current BASIC program pointer in register pair HL.

229EH Bump the value of the current BASIC program pointer in register pair HL.

229FH Combine the MSB of the line address at the location of the current BASIC program in register pair HL with the LSB of the line address in register A.

22A0H - 22A1H Load register E with an OD ERROR code.

22A2H - 22A4H Go to the Level II BASIC error routine and display an OD ERROR message if this is the end of the BASIC program.

22A5H Bump the value of the current BASIC program pointer in register pair HL.

22A6H Load register E with the LSB of the BASIC line number at the location of the current BASIC program pointer in register pair HL.

22A7H Bump the value of the current BASIC program pointer in register pair HL.

22A8H Load register D with the MSB of the BASIC line number at the location of the current BASIC program pointer in register pair HL.

22A9H Exchange the value of the current BASIC program pointer in register pair HL with the value of the BASIC line number in register pair DE.

22AAH - 22ACH Save the BASIC line number in register pair HL.

22ADH Exchange the value of the current BASIC program pointer in register pair DE with the value of the BASIC line number in register pair HL.

22AEH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
22AFH - 22B0H	Check to see if the character at the location of the current BASIC program pointer in register A is a DATA token.
22B1H - 22B2H	Jump if the character at the location of the current BASIC program pointer in register A isn't a DATA token.
22B3H - 22B5H	Jump.
22B6H - 2336H	LEVEL II BASIC NEXT ROUTINE
22B6H - 22B8H	Load register pair DE with the default variable address.
22B9H - 22BBH	Go examine the variable if one follows the NEXT token.
22BCH - 22BEH	Save the value of the current BASIC program pointer in register pair HL.
22BFH - 22C1H	Go search the stack for the appropriate FOR push.
22C2H - 22C4H	Go to the Level II BASIC error routine and display a NF ERROR message if the appropriate FOR push wasn't found.
22C5H	Load the stack pointer with the value of the memory pointer in register pair HL.
22C6H - 22C8H	Save the value in register pair HL.
22C9H	Save the variable's address in register pair DE on the stack.
22CAH	Load register A with the value of the sign for the STEP value.
22CBH	Bump the value of the memory pointer in register pair HL.
22CCH	Save the value of the sign for the STEP value in register A on the stack.
22CDH	Save the variable's address in register pair DE on the stack.
22CEH	Load register A with the number type flag for the STEP value.
22CFH	Bump the value of the memory pointer in register pair HL.

22D0H	Check the value of the number type flag for the STEP flag in register A.
22D1H - 22D3H	Jump if the STEP value is an integer.
22D4H - 22D6H	Go move the single precision value at the location of the memory pointer in register pair HL into register pairs BC and DE.
22D7H	Exchange the value of the variable's address on the stack with the value of the memory pointer in register pair HL.
22D8H	Save the value of the variable's address in register pair HL on the stack.
22D9H - 22DBH	Go add the single precision value at the location of the memory pointer in register pair HL to the single precision STEP value in register pairs BC and DE. Return with the result in REG1.
22DCH	Get the value of the variable's address from the stack and put it in register pair HL.
22DDH - 22DFH	Go move the single precision result from REG1 to the variable's address in register pair HL.
22E0H	Get the value of the memory pointer from the stack and put it in register pair HL.
22E1H - 22E3H	Go move the single precision TO value at the location of the memory pointer in register pair HL into register pairs BC and DE.
22E4H	Save the value of the memory pointer in register pair HL on the stack.
22E5H - 22E7H	Go compare the single precision result in REG1 to the single precision TO value in register pairs BC and DE.
22E8H - 22E9H	Jump.
22EAH	Bump the value of the memory pointer in register pair HL.
22EBH	Bump the value of the memory pointer in register pair HL.
22ECH	Bump the value of the memory pointer in register pair HL.
22EDH	Bump the value of the memory pointer in register pair HL.
22EEH	Load register C with the LSB of the STEP value at

	the location of the memory pointer in register pair HL.
22EFH	Bump the value of the memory pointer in register pair HL.
22F0H	Load register B with the MSB of the STEP value at the location of the memory pointer in register pair HL.
22F1H	Bump the value of the memory pointer in register pair HL.
22F2H	Exchange the value of the variable's address on the stack with the value of the memory pointer in register pair HL.
22F3H	Load register E with the LSB of the integer variable at the location of the memory pointer in register pair HL.
22F4H	Bump the value of the memory pointer in register pair HL.
22F5H	Load register D with the MSB of the integer variable at the location of the memory pointer in register pair HL.
22F6H	Save the value of the memory pointer in register pair HL on the stack.
22F7H	Load register L with the LSB of the STEP value in register C.
22F8H	Load register H with the MSB of the STEP value in register B.
22F9H - 22FBH	Go add the STEP value in register pair HL to the integer value in register pair DE.
22FCH - 22FEH	Load register A with the current value of the number type flag.
22FFH	Check to see if the current value in REG1 is single precision.
2301H - 2303H	Go to the Level II BASIC error routine and display an OV ERROR message if the current value in REG1 is single precision.
2304H	Load register pair DE with the integer result in register pair HL.
2305H	Get the value of the memory pointer from the stack and put it in register pair HL.

2306H	Save the MSB of the result in register D at the location of the memory pointer in register pair HL.
2307H	Decrement the value of the memory pointer in register pair HL.
2308H	Save the LSB of the result in register E at the location of the memory pointer in register pair HL.
2309H	Get the value of the memory pointer from the stack and put it in register pair HL.
230AH	Save the integer value in register pair DE on the stack.
230BH	Load register E with the LSB of the TO value at the location of the memory pointer in register pair HL.
230CH	Bump the value of the memory pointer in register pair HL.
230DH	Load register D with the MSB of the TO value at the location of the memory pointer in register pair HL.
230EH	Bump the value of the memory pointer in register pair HL.
230FH	Exchange the integer value on the stack with the value of the memory pointer in register pair HL.
2310H - 2312H	Go compare the integer result in register pair HL with the TO value in register pair DE.
2313H	Get the value of the memory pointer from the stack and put it in register pair HL.
2314H	Get the value of the sign from the stack and put it in register pair BC.
2315H	Subtract the value of the sign in register B from the value in register A.
2316H - 2318H	Go load register pair BC with the FOR statement's BASIC program pointer.
2319H - 231AH	Jump if the FOR. .NEXT loop has been completed.
231BH	Load register pair HL with the BASIC line number in register pair DE.
231CH - 231EH	Save the BASIC line number in register pair HL as the current BASIC line number.
231FH	Load register L with the LSB of the current BASIC program pointer in register C.

2320H	Load register H with the MSB of the current BASIC program pointer in register B.
2321H - 2323H	Jump.
2324H	Load the stack pointer with the value of the memory pointer in register pair HL.
2325H - 2327H	Load register pair HL with the value of the current BASIC program pointer.
2328H - 232AH	Save the value of the current BASIC program pointer in register pair HL.
232BH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
232CH - 232DH	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
232EH - 2330H	Jump if the character at the location of the current BASIC program pointer in register A isn't a comma.
2331H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2332H - 2334H	Go do NEXT.
2335H - 2336H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a left parenthesis.
2337H - 27C8H	EVALUATE EXPRESSION
2337H	Decrement the value of the current BASIC program pointer in register pair HL.
2338H - 2339H	Load register D with zero.
233AH	Save the value in register pair DE on the stack.
233BH - 233CH	Load register C with the number of bytes of memory required.
233DH - 233FH	Go do a memory check.
2340H - 2342H	Go get the value of the next part of the expression at the location of the current BASIC program pointer in register pair HL.
2343H - 2345H	Save the value of the current BASIC program pointer in register pair HL.

- 2346H - 2348H Load register pair HL with the value of the current BASIC program pointer.
- 2349H Get the last precedence value from the stack and put it in register pair BC.
- 234AH Load register A with the character at the location of the current BASIC program pointer in register pair HL.
- 234BH - 234CH Load register D with zero.
- 234DH - 234EH Check to see if the character at the location of the current BASIC program pointer in register A is an arithmetic or logical token.
- 234FH - 2350H Jump if the character at the location of the current BASIC program pointer in register A is an arithmetic or logical token.
- 2351H - 2352H Check to see if the character at the location of the current BASIC program pointer in register A is a greater than, less than, or equal to token.
- 2353H - 2354H Jump if the character at the location of the current BASIC program pointer in register A isn't a greater than, less than, or equal to token.
- 2355H - 2356H Set the Carry flag according to the token at the location of the current BASIC program pointer in register A.
- 2357H Adjust the value in register A to indicate greater than, less than, or equal to.
- 2358H Combine the current value in register A with the value of the last token examined to see if this is an illegal combination of operators.
- 2359H Check for an illegal combination of operators.
- 235AH Load register D with the value in register A.
- 235BH - 235DH Go to the Level II BASIC error routine and display a SN ERROR message if this is an illegal combination of operators.
- 235EH - 2360H Save the value of the current BASIC program pointer in register pair HL.
- 2361H Bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
- 2362H - 2363H Jump.

2364H	Load register A with the value of the operator in register D.
2365H	Test the value of the operator in register A.
2366H - 2368H	Jump if the operator in register A is a greater than, less than, or equal to.
2369H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
236AH - 236CH	Save the address of the current BASIC program pointer in register pair HL.
236DH - 236EH	Check to see if the operator at the location of the current BASIC program pointer in register A is an arithmetic token.
236FH	Return if the character at the location of the current BASIC program pointer in register A isn't an arithmetic token.
2370H - 2371H	Check to see if the character at the location of the current BASIC program pointer in register A is a + to OR token.
2372H	Return if the character at the location of the current BASIC program pointer in register A isn't a + to OR token.
2373H	Load register E with the operator value in register A.
2374H - 2376H	Load register A with the current value of the number type flag.
2377H - 2378H	Adjust the value of the number type flag.
2379H	Combine the operator value in register E with the adjusted number type flag in register A.
237AH - 237CH	Jump if the combination of the adjusted number type flag in register A and the operator value in register E indicates string addition.
237DH - 237FH	Load register pair HL with the starting address of the table of precedence values.
2380H	Add the value of the operator in register pair DE to the table of precedence values pointer in register pair HL.
2381H	Load register A with the precedence value for the last operator in register B.

2382H	Load register D with the precedence value for the current operator.
2383H	Compare the precedence value for the current operator in register D with the precedence value for the last operator in register A.
2384H	Return if the precedence value for the current operator in register D is greater than the precedence value for the last operator in register A.
2385H	Save the precedence value and the token for the last operator in register pair BC on the stack.
2386H - 2388H	Load register pair BC with the return address.
2389H	Save the return address in register pair BC on the stack.
238AH	Load register A with the precedence value for the current operator in register D.
238BH - 238CH	Check to see if the precedence value for the current operator in register A indicates an exponential operator.
238DH - 238FH	Jump if the precedence value for the current operator in register A indicates an exponential operator.
2390H - 2391H	Check to see if the precedence value for the current operator in register A indicates a logical operator.
2392H - 2394H	Jump if the precedence value for the current operator in register A indicates a logical operator.
2395H - 2397H	Load register pair HL with the address of REG1.
2398H	Clear the flags.
2399H - 239BH	Load register A with the current value of the number type flag.
239CH	Adjust the current number type flag in register A.
239DH	Adjust the current number type flag in register A.
239EH	Adjust the current number type flag in register A.
239FH - 23A1H	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.
23A2H	Get the value at the location of the memory pointer in register pair HL and put it in register C.

23A3H	Bump the value of the memory pointer in register pair HL.
23A4H	Load register B with the value at the location of the memory pointer in register pair HL.
23A5H	Save the value in register pair BC on the stack.
23A6H - 23A8H	Jump if the current number type is an integer.
23A9H	Bump the value of the memory pointer in register pair HL.
23AAH	Load register C with the value at the location of the memory pointer in register pair HL.
23ABH	Bump the value of the memory pointer in register pair HL.
23ACH	Load register B with the value at the location of the memory pointer in register pair HL.
23ADH	Save the value in register pair BC on the stack.
23AEH	Save the value in register pair AF on the stack.
23AFH	Check to see if the current number type is double precision.
23B0H - 23B2H	Jump if the current number type is single precision.
23B3H	Get the value from the stack and put it in register pair AF.
23B4H	Bump the value of the memory pointer in register pair HL.
23B5H - 23B6H	Jump if the current number type is single precision.
23B7H - 23B9H	Load register pair HL with the starting address of REG1.
23BAH	Load register C with the value at the location of the memory pointer in register pair HL.
23BBH	Bump the value of the memory pointer in register pair HL.
23BCH	Load register B with the value at the location of the memory pointer in register pair HL.
23BDH	Bump the value of the memory pointer in register pair HL.
23BEH	Save the value in register pair BC on the stack.

23BFH	Load register C with the value at the location of the memory pointer in register pair HL.
23C0H	Bump the value of the memory pointer in register pair HL.
23C1H	Load register B with the value at the location of the memory pointer in register pair HL.
23C2H	Save the value in register pair BC on the stack.
23C4H	Get the value from the stack and put it in register pair AF.
23C5H - 23C6H	Adjust the number type in register A.
23C7H	Load register C with the value of the current operator token in register E.
23C8H	Load register B with the number type flag in register A.
23C9H	Save the value in register pair BC on the stack.
23CAH - 23CCH	Load register pair BC with the return address.
23CDH	Save the return address in register pair BC on the stack.
23CEH - 23D0H	Load register pair HL with the value of the current BASIC program pointer.
23D1H - 23D3H	Jump.
23D4H - 23D6H	Go convert the integer result in REG1 to single precision.
23D7H - 23D9H	Go move the single precision result in REG1 onto the stack.
23DAH - 23DCH	Load register pair BC with the address of the exponential routine.
23DDH - 23DEH	Load register D with the precedence value for an exponential operator.
23DFH - 23E0H	Jump.
23E1H	Save the precedence value and the operator token in register pair DE on the stack.
23E2H - 23E4H	Go convert the current result in REG1 to an integer.
23E5H	Get the precedence value and the operator token from the stack and put it in register pair DE.

23E6H	Save the integer value in register pair HL on the stack.
23E7H - 23E9H	Load register pair BC with the return address.
23EAH - 23EBH	Jump.
23ECH	Load register A with the precedence value for the last operator in register B.
23EDH - 23EEH	Check to see if the last operator was a logical operator.
23EFH	Jump if the last operator was a logical operator.
23F0H	Save the precedence value and the operator token for the last operator in register pair BC on the stack.
23F1H	Save the precedence value and the token for the current operator in register pair DE on the stack.
23F2H - 23F4H	Load register pair DE with the precedence value and the token for the new operator.
23F5H - 23F7H	Load register pair HL with the address to perform the current operation.
23F8H	Save the value of the address in register pair HL on the stack.
23F9H	Go check the value of the current number type flag.
23FAH - 23FCH	Jump if the current value in REG1 is numeric.
23FDH - 23FFH	Load register pair HL with the string address in REG1.
2400H	Save the string's address in register pair HL on the stack.
2401H - 2403H	Load register pair BC with the address of the string comparison routine.
2404H - 2405H	Jump.
2406H	Get the precedence value and the token for the last operator from the stack and put it in register pair BC.
2407H	Load register A with the operator token in register C.
2408H - 240AH	Save the operator token in register A.
240BH	Load register A with the precedence value in register B.

240CH - 240DH	Check the number type for the precedence value in register A.
240EH - 240FH	Jump if the number type in register A is double precision.
2410H - 2412H	Load register A with the number type for the current result in REG1.
2413H - 2414H	Check to see if the current result in REG1 is double precision.
2415H - 2417H	Jump if the current value in REG1 is double precision.
2418H	Load register D with the current number type flag in register A.
2419H	Load register A with the precedence value for the last operator in register B.
231AH - 241BH	Check to see if the number type for the precedence value in register A is single precision.
241CH - 241EH	Jump if the number type for the precedence value in register A is single precision.
241FH	Load register A with the number type flag for the value in REG1.
2420H - 2421H	Check to see if the current value in REG1 is a string.
2422H - 2424H	Go to the Level II BASIC error routine and display a TM ERROR message if the current value in REG1 is a string.
2325H - 2427H	Jump if the current value in REG1 is single precision.
2428H - 242AH	Load register pair HL with the starting address of the arithmetic jump table.
242BH - 242CH	Load register B with zero.
242DH	Add the operator's token in register pair BC to the value of the arithmetic jump table pointer in register pair HL.
242EH	Add the operator's token in register pair BC to the value of the arithmetic jump table pointer in register pair HL.
242FH	Load register C with the LSB of the jump address at the location of the arithmetic jump table pointer in register pair HL.

2430H	Bump the value of the arithmetic jump table pointer in register pair HL.
2431H	Load register B with the MSB of the jump address at the location of the arithmetic jump table pointer in register pair HL.
2432H	Get the value for the previous result from the stack and put it in register pair DE.
2433H - 2435H	Get the value for the current result from REG1 and put it in register pair HL.
2436H	Save the arithmetic routine's jump address in register pair BC on the stack.
2437H	Return.
2438H - 243AH	Go convert the result in REG1 to double precision.
243BH - 243DH	Go convert the current result in REG1 to single precision.
243EH	Get the value from the stack and put it in register pair HL.
243FH - 2441H	Save the value in register pair HL in REG1.
2442H	Get the value from the stack and put it in register pair HL.
2443H - 2445H	Save the value in register pair HL in REG1.
2446H	Get the value from the stack and put it in register pair BC.
2447H	Get the value from the stack and put it in register pair DE.
2448H - 244AH	Go move the 32-bit value in register pairs BC and DE into REG1.
244BH - 244DH	Go convert the previous value to double precision.
244EH - 2450H	Load register pair HL with the double precision arithmetic jump table's starting address.
2451H - 2453H	Load register A with the operator token in register A.
2454H	Multiply the value of the operator token in register A by two.
2455H	Save the value in register pair BC on the stack.
2456H	Load register C with the adjusted value of the operator token in register A.

2457H - 2458H	Load register B with zero.
2459H	Add the value of the adjusted operator token in register pair BC to the value of the double precision arithmetic jump table pointer in register pair HL.
245AH	Get the value from the stack and put it in register pair BC.
245BH	Load register A with the LSB of the jump address at the location of the arithmetic jump table pointer in register pair HL.
245CH	Bump the value of the arithmetic jump table pointer in register pair HL.
245DH	Load register H with the MSB of the jump address at the location of the arithmetic jump table pointer in register pair HL.
245EH	Load register L with the LSB of the jump address in register A.
245FH	Jump to the arithmetic routine whose address is in register pair HL.
2460H	Save the precedence value and the operator token in register pair BC on the stack.
2461H - 2463H	Move the current result to the a storage area.
2464H	Load register A with the value of the current number type flag.
2465H - 2467H	Save the value of the current number type flag in register A.
2468H - 2469H	Check to see if the current result in REG1 is single precision.
246AH - 246BH	Jump if the current result in REG1 is single precision.
246CH	Get the integer value from the stack and put it in register pair HL.
246DH - 246FH	Save the integer value in register pair HL in REG1.
2470H - 2471H	Jump.
2472H - 2474H	Go convert the current result in REG1 to single precision.
2475H	Get the value from the stack and put it in register pair BC.

2476H	Get the value from the stack and put it in register pair DE.
2477H - 2479H	Load register pair HL with the starting address of the single precision arithmetic jump table.
247AH - 247BH	Jump.
247CH	Get the integer value from the stack and put it in register pair HL.
247DH - 247FH	Save the current single precision result in REG1 on the stack.
2480H - 2482H	Go convert the integer value in register pair HL to single precision.
2483H - 2485H	Save the single precision value in REG1 in register pairs BC and DE.
2486H	Get the value from the stack and put it in register pair HL.
2487H - 2489H	Save the value in register pair HL in REG1.
248AH	Get the value from the stack and put it in register pair HL.
248BH - 248DH	Save the value in register pair HL in REG1.
248EH - 248FH	Jump.
2490H	Save the integer value in register pair HL on the stack.
2491H	Load register pair HL with the integer value in register pair DE.
2492H - 2494H	Go convert the integer value in register pair HL to single precision and return with the result in REG1.
2495H	Get the integer value from the stack and put it in register pair HL.
2496H - 2498H	Go move the single precision value in REG1 on to the stack.
2499H - 249BH	Go convert the integer value in register pair HL to single precision and return with the result in REG1.
249CH - 249EH	Go do a single precision divide.
249FH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.

- 24A0H - 24A1H Load register E with a MO ERROR code.
- 24A2H - 24A4H Go to the Level II BASIC error routine and display a MO ERROR message if this is the end of the expression.
- 24A5H - 24A7H Jump if the character at the location of the current BASIC program pointer in register pair HL is numeric.
- 24A8H - 24AAH Check to see if the character at the location of the current BASIC program pointer in register pair HL is alphabetic.
- 24ABH - 24ADH Jump if the character at the location of the current BASIC program pointer in register pair HL is alphabetic.
- 24AEH - 24AFH Check to see if the character at the location of the current BASIC program pointer in register A is a + token.
- 24B0H - 24B1H Jump if the character at the location of the current BASIC program pointer in register A is a + token.
- 24B2H - 24B3H Check to see if the character at the location of the current BASIC program pointer in register A is a decimal point.
- 24B4H - 24B6H Jump if the character at the location of the current BASIC program pointer in register A is a decimal point.
- 24B7H - 24B8H Check to see if the character at the location of the current BASIC program pointer in register A is a - token.
- 24B9H - 24BBH Jump if the character at the location of the current BASIC program pointer in register A is a - token.
- 24BCH - 24BDH Check to see if the character at the location of the current BASIC program pointer in register A is a quote.
- 24BEH - 24C0H Jump if the character at the location of the current BASIC program pointer in register A is a quote.
- 24C1H - 24C2H Check to see if the character at the location of the current BASIC program pointer in register A is a NOT token.
- 24C3H - 24C5H Jump if the character at the location of the current BASIC program pointer in register A is a NOT token.
- 24C6H - 24C7H Check to see if the character at the location of the current BASIC program pointer in register A is a &.

24C8H - 24CAH	Jump if the character at the location of the current BASIC program pointer in register A is a &.
24CBH - 24CCH	Check to see if the character at the location of the current BASIC program pointer in register A is an ERR token.
24CDH - 24CEH	Jump if the character at the location of the current BASIC program pointer in register A isn't an ERR token.
24CFH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
24D0H - 24D2H	Load register A with the value of the current error number.
24D3H	Save the value of the current BASIC program pointer in register pair HL on the stack.
24D4H - 24D6H	Go save the value of the current error number in register A as the current result in REG1.
24D7H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
24D8H	Return.
24D9H - 24DAH	Check to see if the character at the location of the current BASIC program pointer in register A is a ERL token.
24DBH - 24DCH	Jump if the character at the location of the current BASIC program pointer in register A isn't an ERL token.
24DDH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
24DEH	Save the value of the current BASIC program pointer in register pair HL on the stack.
24DFH - 24E1H	Load register pair HL with the current error line number.
24E2H - 24E3H	Go save the error line number in register pair HL as the current result in REG1.
24E5H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
24E6H	Return.
24E7H - 24E8H	Check to see if the character at the location of the

current BASIC program pointer in register A is a VARPTR token.

- 24E9H - 24EAH** Jump if the character at the location of the current BASIC program pointer in register A isn't a VARPTR token.
- 24EBH** Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
- 24ECH - 24EDH** Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a (.
- 24EEH - 24F0H** Go evaluate the variable name at the location of the current BASIC program pointer in register pair HL.
- 24F1H - 24F2H** Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
- 24F3H** Save the value of the current BASIC program pointer in register pair HL on the stack.
- 24F4H** Load register pair HL with the variable's address in register pair DE.
- 24F5H** Load register A with MSB of the variable's address in register H.
- 24F6H** Combine the LSB of the variable's address in register L with the MSB of the variable's address in register A.
- 24F7H - 24F9H** Go to the Level II BASIC error routine and display a FC ERROR message if the variable's address in register pair HL is equal to zero.
- 24FAH - 24FCH** Save the variable's address in register pair HL as the current result in REG1.
- 24FDH** Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
- 24FEH** Return.
- 24FFH - 2500H** Check to see if the character at the location of the current BASIC program pointer in register A is a USR token.
- 2501H - 2503H** Jump if the character at the location of the current BASIC program pointer in register A is a USR token.
- 2504H - 2505H** Check to see if the character at the location of the

current BASIC program pointer in register A is a INSTR token.

- 2506H - 2508H Jump if the character at the location of the current BASIC program pointer in register A is an INSTR token.
- 2509H - 250AH Check to see if the character at the location of the current BASIC program pointer in register A is a MEM token.
- 250BH - 250DH Jump if the character at the location of the current BASIC program pointer in register A is a MEM token.
- 250EH - 250FH Check to see if the character at the location of the current BASIC program pointer in register A is a TIME\$ token.
- 2510H - 2512H Jump if the character at the location of the current BASIC program pointer in register A is a TIME\$ token.
- 2513H - 2514H Check to see if the character at the location of the current BASIC program pointer in register A is a POINT token.
- 2515H - 2517H Jump if the character at the location of the current BASIC program pointer in register A is a POINT token.
- 2518H - 2519H Check to see if the character at the location of the current BASIC program pointer in register A is an INKEY\$ token.
- 251AH - 251CH Jump if the character at the location of the current BASIC program pointer in register A is an INKEY\$ token.
- 251DH - 251EH Check to see if the character at the location of the current BASIC program pointer in register A is a STRING\$ token.
- 241FH - 2421H Jump if the character at the location of the current BASIC program pointer in register A is a STRING\$ token.
- 2522H - 2523H Check to see if the character at the location of the current BASIC program pointer in register A is a FN token.
- 2524H - 2526H Jump if the character at the location of the current BASIC program pointer in register A is a FN token.
- 2527H - 2528H Check to see if the character at the location of the current BASIC program pointer in register A is a SGN to MID\$ token.

2529H - 252BH	Jump if the character at the location of the current BASIC program pointer in register A is a SGN to MID\$ token.
252CH - 252EH	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL.
242FH - 2530H	Check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
2431H	Return.
2532H	Load register D with the precedence value.
2534H - 2536H	Go evaluate the variable at the location of the current BASIC program pointer in register pair HL.
2537H - 2539H	Load register pair HL with the value of the current BASIC program pointer.
253AH	Save the value of the current BASIC program pointer in register pair HL on the stack.
253BH - 253DH	Invert the sign of the current value in REG1.
253EH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
253FH	Return.
2540H - 2542H	Get the address of the variable at the location of the current BASIC program pointer in register pair HL and return with it in register pair DE.
2543H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2544H	Load register pair HL with the variable's address in register pair DE.
2545H - 2547H	Save the variable's address in register pair HL in REG1.
2548H	Go check the current value of the number type flag.
2549H - 254BH	Go move data if the current number type flag indicates a numeric value in REG1.
254CH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
254DH	Return.
254EH - 254FH	Load register B with zero.

2550H	Multiply the value of the operator token in register A by two.
2551H	Load register C with the adjusted value of the operator token in register A.
2552H	Save the value of the token in register pair BC on the stack.
2553H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2554H	Load register A with the value of the operator token in register C.
2555H - 2556H	Check the value of the operator token in register C.
2557H - 2558H	Jump if the value of the operator token in register A is SGN to CHR\$.
2559H - 255BH	Go evaluate the expression.
255CH - 255DH	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
255EH - 2560H	Go display an error message if the current result isn't a string.
2561H	Exchange the address of the string in register pair DE with the value of the current BASIC program pointer in register pair HL.
2562H - 2564H	Load register pair HL with the VARPTR for the string.
2565H	Exchange the string's VARPTR in register pair HL with the value on the stack.
2566H	Save the value in register pair HL on the stack.
2567H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
2568H - 256AH	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL.
256BH	Exchange the integer value in register pair DE with the value of the current BASIC program pointer in register pair HL.
256CH	Exchange the integer value in register pair HL with the value on the stack.
256DH - 256EH	Jump.

256FH - 2571H	Evaluate the expression at the location of the current BASIC program pointer in register pair HL.
2572H	Exchange the value of the current BASIC program pointer in register pair HL with the operator value on the stack.
2573H	Load register A with the operator token in register L.
2574H - 2575H	Check to see if the operator token in register A is SGN to SQR.
2576H - 2577H	Jump if the operator token in register A is SGN to SQR.
2578H - 2579H	Check the value of the operator token in register A.
257AH	Save the operator value in register pair HL on the stack.
257BH - 257DH	Go convert the result in REG1 to single precision if the operator token in register A is SQR to ATN.
257EH	Get the operator value from the stack and put it in register pair HL.
257FH - 2581H	Load register pair DE with the value of the return address.
2582H	Save the value of the return address in register pair DE on the stack.
2583H - 2585H	Load register pair BC with the SGN to MID\$ jump table address.
2586H	Add the jump table pointer in register pair BC with the value of the operator token in register pair HL.
2587H	Load register C with the LSB of the jump address at the location of the jump table pointer in register pair HL.
2588H	Bump the value of the jump table pointer in register pair HL.
2589H	Load register H with the MSB of the jump address at the location of the jump table pointer in register pair HL.
258AH	Load register L with the LSB of the jump address in register C.
258BH	Jump to the address in register pair HL.
258CH - 258EH	Go check to see if there is enough memory for the string.

258FH	Load register A with the length of the string at the location of the string's VARPTR in register pair HL.
2590H	Bump the value of the string's VARPTR in register pair HL.
2591H	Load register C with the LSB of the string's address at the location of the string's VARPTR in register pair HL.
2592H	Bump the value of the string's VARPTR in register pair HL.
2594H	Load register B with the MSB of the string's address at the location of the string's VARPTR in register pair HL.
2595H	Save the value of the string's address in register pair BC on the stack.
2596H	Save the string's length in register A on the stack.
2597H	Load register pair HL with the second string's VARPTR.
259AH	Get the length of the first string from the stack and put it in register D.
259BH	Load register E with the second string's length at the location of the second string's VARPTR in register pair HL.
259CH	Bump the value of the second string's VARPTR in register pair HL.
259DH	Load register C with the LSB of the second string's address at the location of the second string's VARPTR in register pair HL.
259EH	Bump the value of the second string's VARPTR in register pair HL.
259FH	Load register B with the MSB of the second string's address at the location of the second string's VARPTR in register pair HL.
25A0H	Get the first string's address from the stack and put it in register pair HL.
25A1H	Load register A with the length of the second string in register E.
25A2H	Combine the first string's length in register D with the second string's length in register A.
25A3H	Return if there aren't any characters left in either string to be compared.

25A4H	Load register A with the first string's length in register D.
25A5H - 25A6H	Check to see if the first string's length in register A is equal to zero.
25A7H	Return if there are no more characters in the first string to be compared.
25A8H	Load register A with zero.
25A9H	Check to see if the second string's length in register E is equal to zero.
25AAH	Bump the value in register A.
25ABH	Return if there aren't anymore characters in the second string to be compared.
25ACH	Decrement the value of the first string's length in register D.
25ADH	Decrement the value of the second string's length in register E.
25AEH	Load register A with the character at the location of the second string pointer in register pair BC.
25AFH	Compare the character at the location of the second string pointer in register A with the character at the location of the first string pointer in register pair HL.
25B0H	Bump the value of the first string pointer in register pair HL.
25B1H	Bump the value of the second string pointer in register pair BC.
25B2H - 25B3H	Jump if the characters match.
25B4H	Compliment the value of the Carry flag.
25B5H - 25B7H	Jump.
25B8H	Bump the value of the current precedence value in register A.
25B9H	Adjust the value of the current precedence value in register A.
25BAH	Get the last operator value from the stack and put it in register pair BC.
25BBH	Combine the precedence value in register B with the precedence value in register A.

25BCH - 25BDH	Adjust the value in register A.
25BEH	Check to see if the precedence values in registers A and B match.
25BFH - 25C1H	If the values match, set the current result in zero. If they do not match, set the current result to -1.
25C2H - 25C3H	Jump.
25C4H - 25C5H	Load register D with the precedence value.
25C6H - 25C8H	Go evaluate the expression.
25C9H - 25CBH	Go convert the current result in REG1 to an integer.
25CCH	Load register A with the LSB of the integer value.
25CDH	Compliment the LSB of the integer value in register A.
25CEH	Load register L with the adjusted LSB of the integer value in register A.
25CFH	Load register A with the MSB of the integer value in register H.
25D0H	Compliment the MSB of the integer value in register A.
25D1H	Load register H with the adjusted MSB of the integer value in register A.
25D2H - 25D4H	Save the complimented integer value in register pair HL as the current result in REG1.
25D5H	Clean up the stack.
25D6H - 25D8H	Jump.
25D9H - 25DBH	Load register A with the current value of the number type flag.
25DCH - 25DDH	Check to see if the current value in REG1 is double precision.
25DEH - 25DFH	Jump if the current value in REG1 is double precision.
25E0H - 25E1H	Adjust the value of the current number type flag in register A.
25E2H	Check the value of the adjusted number type flag in register A.
24E3H	Set the Carry flag.

25E4H	Return.
25E5H - 25E6H	Adjust the value of the current number type flag in register A.
25E7H	Test the value of the current number type flag in register A.
25E8H	Return.
25E9H	Save the operator value in register pair BC on the stack.
25EAH - 25ECH	Go convert the current result in REG1 to an integer.
25EDH	Get the operator value from the stack and put it in register A.
25EEH	Get the return address from the stack and put it in register pair DE.
25EFH - 25F1H	Load register pair BC with the return address.
25F2H	Save the value of the return address in register pair BC on the stack.
25F3H - 25F4H	Check to see if the operator value in register A is an OR token.
25F5H - 25F6H	Jump if the operator value in register A isn't an OR token.
25F7H	Load register A with the LSB of the first value in register E.
25F8H	Combine the LSB of the first value in register A with the LSB of the second value in register L.
25F9H	Load register L with the ORed value in register A.
25FAH	Load register A with the MSB of the second value in register H.
25FBH	Combine the MSB of the first value in register D with the MSB of the second value in register A.
25FCH	Return.
25FDH	Load register A with the LSB of the first value in register E.
25FEH	Combine the LSB of the first value in register A with the LSB of the second value in register L.
25FFH	Load register L with the ANDed value in register A.

2600H	Load register A with the MSB of the second value in register H.
2601H	Combine the MSB of the first value in register D with the MSB of the second value in register A.
2602H	Return.
2603H	Decrement the value of the BASIC program pointer in register pair HL.
2604H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2605H	Return if this is the end of the BASIC statement.
2606H - 2607H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
2608H - 260AH	Load register pair BC with the return address.
260BH	Save the value of the return address in register pair BC on the stack.
260CH - 260DH	Reset the value in register A.
260EH - 2610H	Save the value in register A as the current variable location/creation flag.
2611H	Load register B with the first character of the variable name.
2612H - 2614H	Make sure the first character of the variable name is a letter.
2615H - 2617H	Go to the Level II BASIC error routine and display a SN ERROR message if the first character of the variable name isn't a letter.
2618H	Zero register A.
2619H	Zero register C.
261AH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
261BH - 261CH	Jump if the character at the location of the current BASIC program pointer in register A is numeric.
261DH - 261FH	Go check to see if the character at the location of the current BASIC program pointer is a letter.
2620H - 2621H	Jump if the character at the location of the current BASIC program pointer in register A isn't a letter.

- 2622H Load register C with the second character of the variable name in register A.
- 2623H Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
- 2624H - 2625H Loop till a nonnumeric character is found.
- 2626H - 2628H Go check to see if the character at the location of the current BASIC program pointer in register pair HL is alphabetic.
- 2629H - 262AH Jump if the character at the location of the current BASIC program pointer in register pair HL is alphabetic.
- 262BH - 262DH Load register pair DE with the return address.
- 262EH Save the value of the return address in register pair DE on the stack.
- 262FH - 2630H Load register D with an integer number type flag.
- 2631H - 2632H Check to see if the character at the location of the current BASIC program pointer in register A is a %.
- 2633H Return if the character at the location of the current BASIC program pointer in register A is a %.
- 2634H Bump register D so that it will be equal to a string number type flag.
- 2635H - 2636H Check to see if the character at the location of the current BASIC program pointer in register A is a \$.
- 2637H Return if the character at the location of current BASIC program pointer in register A is a \$.
- 2638H Bump register D so that it will be equal to a single precision number type flag.
- 2639H - 263AH Check to see if the character at the location of the current BASIC program pointer in register A is a !.
- 263BH Return if the character at the location of the current BASIC program pointer in register A is a !.
- 263CH - 263DH Load register D with a double precision number type flag.
- 263EH - 263FH Check to see if the character at the location of the current BASIC program pointer in register A is a #.
- 2640H Return if the character at the location of the current BASIC program pointer in register A is a #.

2641H	Load register A with the first character of the variable name in register B.
2642H - 2643H	Adjust the value of the first character of the variable name in register A so that it is in the range of 0 to 25.
2644H - 2645H	Make sure the sign bit in register A isn't set.
2646H	Load register E with the adjusted first character of the variable name in register A.
2647H - 2648H	Load register D with zero.
2649H	Save the value of the current BASIC program pointer in register pair HL on the stack.
264AH - 264CH	Load register pair HL with the starting address of the variable declaration table.
264DH	Add the value of the first character of the variable name in register pair DE to the starting address of the variable declaration table in register pair HL.
264EH	Load register D with the number type value at the location of the variable declaration table pointer in register pair HL.
264FH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2650H	Decrement the value of the current BASIC program pointer in register pair HL.
2651H	Return.
2652H	Load register A with the value of the number type flag in register D.
2653H - 2655H	Save the number type flag for the current variable name in register A.
2656H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2657H - 2659H	Load register A with the FOR flag.
265AH	Test the value of the FOR flag in register A.
265BH - 265DH	Jump if a FOR statement is being processed.
265EH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
265FH - 2660H	Check to see if the character at the location of the current BASIC program pointer in register A is a (.

- 2661H - 2663H Jump if the character at the location of the current BASIC program pointer in register A is a (.
2664H Zero register A.
2665H - 2667H Set the array flag.
2668H Save the value of the current BASIC program pointer in register pair HL on the stack.
2669H Save the number type flag for the variable in register pair DE on the stack.
266AH - 266CH Load register pair HL with the value of the simple variables pointer.
266DH Load register pair DE with the simple variables pointer in register pair HL.
266EH - 2670H Load register pair HL with the array variables pointer.
2671H Go compare the value of the simple variables pointer in register pair DE with the array variables pointer in register pair HL.
2672H Get the number type flag for the variable from stack and put it in register pair HL.
2673H - 2674H Jump if the simple variables pointer in register pair DE is greater than or equal to the array variables pointer.
2675H Load register A with the number type flag for the variable at the location of the simple variables pointer in register pair DE.
2676H Load register L with the number type flag in register A.
2677H Compare the number type flag for the variable in register H to the number type flag in register A.
2678H Bump the value of the current simple variables pointer in register pair DE.
2679H - 267AH Jump if the number type flags don't match.
267BH Load register A with the first character of variable name at the location of the simple variables pointer in register pair DE.
267CH Compare the character at the location of the simple variables pointer in register A with the first character of the variable name in register C.

267DH - 267EH	Jump if the first characters of the variable names don't match.
267FH	Bump the value of the current simple variables pointer in register pair DE.
2680H	Load register A with the second character of the variable name at the location of the simple variables pointer in register pair DE.
2681H	Compare the character at the location of the simple variables pointer in register A with the first character of the variable name in register B.
2682H - 2684H	Jump if the character at the location of the simple variables pointer in register A matches the first character of the variable name in register B.
2686H	Bump the value of the current simple variables pointer in register pair DE.
2687H	Bump the value of the simple variables pointer in register pair DE.
2688H	Save the number type flag for the variable in register pair HL on the stack.
2689H - 268AH	Load register H with zero.
268BH	Add the value of the simple variables pointer in register pair DE to the value of the number type flag in register pair HL.
268CH - 268DH	Jump.
268EH	Load register A with the number type flag for the variable in register H.
268FH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2690H	Exchange the value of the current BASIC program pointer in register pair HL with the value on the stack.
2691H	Save the number type flag for the variable in register A on the stack.
2692H	Save the start of the array variables pointer in register pair DE on the stack.
2693H - 2695H	Load register pair DE with the return address.
2696H	Compare the return address in register pair DE with the return address in register pair HL.

- 2697H - 2698H Jump if this routine is called from the VARPTR routine.
- 2699H - 269BH Load register pair DE with the return address.
- 269CH Compare the return address in register pair DE with the return address in register pair HL.
- 269DH Get the value of the array variables pointer from the stack and put it in register pair DE.
- 269EH - 269FH Jump if this routine is called to locate the variable's address.
- 26A0H Get the value of the number type flag for the variable from the stack and put it in register A.
- 26A1H Exchange the value of the current BASIC program pointer on the stack with the value of the return address in register pair HL.
- 26A2H Save the value of the current BASIC program pointer in register pair HL on the stack.
- 26A3H Save the variable's name in register pair BC on the stack.
- 26A4H Load register C with the value of the number type flag for the variable in register A.
- 26A5H - 26A6H Load register B with zero.
- 26A7H Save the variable's number type flag in register pair BC on the stack.
- 26A8H Bump the value of the variable's number type flag in register pair BC.
- 26A9H Bump the value of the variable's number type flag in register pair BC.
- 26AAH Bump the value of the variable's number type flag in register pair BC.
- 26ABH - 26ADH Load register pair HL with the value of the free memory pointer.
- 26AEH Save the value of the free memory pointer in register pair HL on the stack.
- 26AFH Add the value of the variable's number type flag in register pair BC to the value of the free memory pointer in register pair HL.
- 26B0H Get the value of the free memory pointer from the stack and put it in register pair BC.

26B1H	Save the value of the new free memory pointer in register pair HL on the stack.
26B2H - 26B4H	Move the array variables up in memory.
26B5H	Get the value of the new free memory pointer from the stack and put it in register pair HL.
26B6H - 26B8H	Save the value of the new free memory pointer in register pair HL.
26B9H	Load register H with the MSB of the new array variables pointer in register B.
26BAH	Load register L with the LSB of the new array variables pointer in register C.
26BBH - 26BDH	Save the value of the new array variables pointer in register pair HL.
26BEH	Decrement the value of the array variables pointer in register pair HL.
26BFH - 26C0H	Zero the location of the memory pointer in register pair HL.
26C1H	Check to see if the variable has been completely zeroed.
26C2H - 26C3H	Loop till the variable has been cleared.
26C4H	Get the value of the variable's number type flag from the stack and put it in register pair DE.
26C5H	Save the value of the number type flag in register E at the location of the memory pointer in register pair HL.
26C6H	Bump the value of the memory pointer in register pair HL.
26C7H	Get the variable's name from the stack and put it in register pair DE.
26C8H	Save the first character of the variable's name in register E at the location of the memory pointer in register pair HL.
26C9H	Bump the value of the memory pointer in register pair HL.
26CAH	Save the second character of the variable's name in register D at the location of the memory pointer in register pair HL.
26CBH	Load register pair DE with the value of the variable pointer in register pair HL.

26CCH	Bump the value of the variable pointer in register pair DE.
26CDH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
26CEH	Return.
26CFH	Load register D with the value of the current number type flag in register A.
26D0H	Load register E with the value of the current number type flag in register A.
26D1H	Clean up the stack.
26D2H	Clean up the stack.
26D3H	Exchange the value of the return address in register pair HL with the value of the current BASIC program pointer on the stack.
26D4H	Return.
26D5H - 26D7H	Zero REG1.
26D8H	Clean up the stack.
26D9H	Zero register H.
26DAH	Zero register L.
26DBH - 26DDH	Zero the string pointer location in REG1.
26DEH	Check the current value of the number type flag.
26DFH - 26E0H	Jump if the current number type isn't a string.
26E1H - 26E3H	Load register pair HL with the starting address of the Level II BASIC READY message.
26E4H - 26E6H	Save the value in register pair HL as the current string pointer.
26E7H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
26E8H	Return.
26E9H	Save the value of the current BASIC program pointer in register pair HL on the stack.
26EAH - 26ECH	Load register pair HL with the value of the locate/create flag.
26EDH	Exchange the value of the locate/create flag in

	register pair HL with the value of the current BASIC program pointer on the stack.
26EEH	Zero register D.
26EFH	Save the variable's number type flag in register pair DE on the stack.
26F0H	Save the variable's name in register pair BC on the stack.
26F1H - 26F9H	Go evaluate the array subscript at the location of the current BASIC program pointer in register pair HL and return with the binary value in register pair DE.
26F4H	Get the variable's name from the stack and put it in register pair BC.
26F5H	Get the variable's number type flag from the stack and put it in register A.
26F6H	Exchange the value of the array subscript in register pair DE with the value of the current BASIC program pointer in register pair HL.
26F7H	Exchange the value of the array subscript in register pair HL with the value of the locate/create flag on the stack.
26F8H	Save the value of the locate/create flag in register pair HL on the stack.
26F9H	Exchange the value of the locate/create flag in register pair HL with the value of the current BASIC program pointer in register pair DE.
26F4H	Bump the number of subscripts evaluated in register A.
26FBH	Load register D with the number of subscripts evaluated in register A.
26FCH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
26FDH - 26FEH	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
26FFH - 2700H	Jump if the character at the location of the current BASIC program pointer in register A is a comma.
2701H - 2702H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).

2703H - 2705H	Save the value of the current BASIC program pointer in register pair HL.
2706H	Get the value of the locate/create flag from the stack and put it in register pair HL.
2707H - 2709H	Save the value of the locate/create flag in register pair HL.
270AH	Save the number of subscripts evaluated in register pair DE.
270BH - 270DH	Load register pair HL with the value of the array variables pointer.
270FH	Figure the end of the array.
2710H	Load register pair DE with the value of the array variables pointer in register pair HL.
2711H - 2713H	Load register pair HL with the value of the free memory pointer.
2714H	Exchange the value of the free memory pointer in register pair HL with the value of the array variables pointer in register pair DE.
2715H	Compare the value of the free memory pointer in register pair DE to the value of the array variables pointer in register pair HL.
2716H - 2718H	Load register A with the value of the current number type flag.
2719H - 271AH	Jump if the array variables pointer in register pair HL is greater than or equal to the value of the free memory pointer in register pair DE.
271BH	Compare the value of the variable's number type flag in register A with the value of the number type flag at the location of the array variables pointer in register pair HL.
271CH	Bump the value of the array variables pointer in register pair HL.
271DH - 271EH	Jump if the number type flags don't match.
271FH	Load register A with the first character of the variable name at the location of the array variables pointer in register pair HL.
2720H	Check to see if the first character of the variable at the location of the array variable pointer in register A matches the first character of the variable name in register C.

2721H	Bump the value of the array variables pointer in register pair HL.
2722H - 2723H	Jump if the first characters of the variable names don't match.
2724H	Load register A with the second character of the variable name at the location of the array variables pointer in register pair HL.
2725H	Compare the second character of the variable name at the location of the array variables pointer in register A matches the second character of the variable name in register B.
2727H	Bump the value of the array variables pointer in register pair HL.
2728H	Bump the value of the array variables pointer in register pair HL.
2729H	Load register E with the LSB of the offset to the next array at the location of the array variables pointer in register pair HL.
272AH	Bump the value of the array variables pointer in register pair HL.
272BH	Load register D with the MSB of the offset to the next array at the location of the array variables pointer in register pair HL.
272CH	Bump the value of the array variables pointer in register pair HL.
272DH - 272EH	Jump if the variables' names don't match.
272FH - 2731H	Load register A with the value of the locate/create flag.
2732H	Check the status of the locate/create flag in register A.
2733H - 2734H	Load register E with the DD ERROR code.
2735H - 2737H	Go to the Level II BASIC error routine and display a DD ERROR message if the locate/create flag in register A indicates the create mode.
2738H	Get the number of subscripts evaluated from the stack and put it in register A.
2739H	Compare the number of subscripts evaluated in register A with the number of subscripts for the array at the location of the array variables pointer in register pair HL.

- 273AH - 273CH Jump if the number of subscripts evaluated in register A matches the number of subscripts for the array at the location of the array variables pointer in register pair HL.
- 273DH - 273EH Load register E with a BS ERROR code.
- 273FH - 2741H Go to the Level II BASIC error routine and display a BS ERROR message if the number of subscripts evaluated in register A doesn't match the number of subscripts for the array at the location of the array variable pointer in register pair HL.
- 2742H Save the number of subscripts for the array in register A at the location of the array variables pointer in register pair HL.
- 2743H Bump the value of the array variables pointer in register pair HL.
- 2744H Load register E with the number type flag for the current variable.
- 2745H - 2746H Zero register D.
- 2747H Get the number of subscripts evaluated from the stack and put it in register A.
- 2748H Save the first character of the variable's name in register C at the location of the array variables pointer in register pair HL.
- 2749H Bump the value of the array variables pointer in register pair HL.
- 274AH Save the second character of the variable's name in register B at the location of the array variables pointer in register pair HL.
- 274BH Bump the value of the array variables pointer in register pair HL.
- 274CH Load register C with the number of subscripts evaluated in register A.
- 274DH - 274FH Figure the amount of memory needed.
- 2750H Bump the value of the array variables pointer in register pair HL.
- 2751H Bump the value of the array variables pointer in register pair HL.
- 2752H - 2754H Save the value of the array variables pointer in register pair HL.
- 2755H Save the number of subscripts evaluated in register

	C at the location of the array variables pointer in register pair HL.
2756H	Bump the value of the array variables pointer in register pair HL.
2757H - 2759H	Load register A with the value of the locate/create flag.
275AH	Set the flags according the status of the locate/create flag in register A.
275BH	Load register A with the number of subscripts evaluated in register C.
275CH - 275EH	Load register pair BC with the default number to be created.
275FH - 2760H	Jump if the array is being created.
2761H	Get a subscript from the stack and put it in register pair BC.
2762H	Bump the value of the subscript in register pair BC.
2763H	Save the LSB of the subscript's value in register C at the location of the array variables pointer in register pair HL.
2764H	Bump the value of the array variables pointer in register pair HL.
2765H	Save the MSB of the subscript's value in register B at the location of the array variables pointer in register pair HL.
2766H	Bump the value of the array variables pointer in register pair HL.
2767H	Save the number of subscripts evaluated in register A on the stack.
2768H - 276AH	Go multiply the size of the subscript by the value of the number type flag to determine the amount of memory necessary for the subscript.
276BH	Get the number of subscripts evaluated from the stack and put it in register A.
276CH	Check to see if there are anymore subscripts to be evaluated.
276DH - 276EH	Jump if there are anymore subscripts to be evaluated.
276FH	Save the number of subscripts to be evaluated in register A on the stack.

2770H	Load register B with the MSB of the array's length in register D.
2771H	Load register C with the LSR of the array's length in register E.
2772H	Load register pair DE with the value of the array variables pointer in register pair HL.
2773H	Add the length of the array in register pair HL to the value of the array variable pointer in register pair DE.
2774H - 2775H	Jump if overflow occurred.
2776H - 2778H	Go check to see if there is enough memory for the array.
2779H - 277BH	Get the end of the array and put it in register pair HL.
277CH	Decrement the value of the array pointer in register pair HL.
277DH - 277EH	Zero the location of the array pointer in register pair HL.
277FH	Compare the array pointer in register pair HL with the array variables pointer in register pair DE.
2780H - 2781H	Loop till the array has been cleared.
2782H	Load register pair BC with the array's length plus one.
2783H	Zero register D.
2784H - 2786H	Load register pair HL with the array variables pointer.
2787H	Load register E with the number of subscripts for the array at the location of the array variables pointer in register pair HL.
2788H	Exchange the value of the array variables pointer in register pair HL with the number of subscripts for the array in register pair DE.
2789H	Multiply the number of subscripts for the array in register pair HL by two.
278AH	Add the length of the array in register pair BC to the number of subscripts times two in register pair HL.
278BH	Exchange the array's length in register pair HL with the array variables pointer in register pair DE.

278CH	Decrement the value of the array variables pointer in register pair HL.
278DH	Decrement the value of the array variables pointer in register pair HL.
278EH	Save the LSB of the offset to the next array in register E at the location of the array variables pointer in register pair HL.
278FH	Bump the value of the array variables pointer in register pair HL.
2790H	Save the MSB of the offset to the next array in register D at the location of the array variables pointer in register pair HL.
2791H	Bump the value of the array variables pointer in register pair HL.
2792H	Get the value of the locate/create flag from the stack and put it in register A.
2793H - 2794H	Jump if the array is being created.
2795H	Zero register B.
2796H	Zero register C.
2797H	Load register A with the number of subscripts for the array at the location of the array variables pointer in register pair HL.
2798H	Bump the value of the array variables pointer in register pair HL.
279AH	Get the array variables pointer from the stack and put it in register pair HL.
279BH	Load register E with the LSB of the subscript limit at the location of the array variables pointer in register pair HL.
279CH	Bump the value of the array variables pointer in register pair HL.
279DH	Load register D with the MSB of the subscript limit at the location of the array variables pointer in register pair HL.
279EH	Bump the value of the array variables pointer in register pair HL.
279FH	Exchange the value of the array variables pointer in register pair HL with the subscript on the stack.
27A0H	Save the number of subscripts for the array in register A on the stack.

27A1H	Compare the subscript limit in register pair DE with the subscript for the array in register pair HL.
27A2H - 27A4H	Jump if the subscript for the array in register pair HL is greater than the subscript limit in register pair DE.
27A5H - 27A7H	Multiply the previous subscript by the subscript limit.
27A8H	Add the subscript limit for the array in register pair DE to the array pointer in register pair HL.
27A9H	Get the number of subscripts for the array from the stack and put it in register A.
27AAH	Check to see if there are anymore subscripts to be evaluated.
27ABH	Load register B with the MSB of the subscript pointer in register H.
27ACH	Load register C with the LSB of the subscript pointer in register L.
27ADH - 27AEH	Loop till all of the subscripts have been evaluated.
27AFH - 27B1H	Get the number type flag for the current array.
27B2H	Load register B with the MSB of the subscript pointer in register H.
27B3H	Load register C with the LSB of the subscript pointer in register L.
27B4H	Multiply the subscript pointer in register pair HL by two.
27B5H - 27B6H	Check the value of the number type flag in register A.
27B7H - 27B8H	Jump if the current number type is an integer or string.
27B9H	Multiply the subscript pointer in register pair HL by two.
27BAH - 27BBH	Jump if the current number type is single precision.
27BCH	Multiply the subscript pointer in register pair HL by two.
27BDH	Set the flags.
27BEH - 27C0H	Jump if the current number type isn't a string.
27C1H	Add the value of the original subscript pointer in

	register pair BC to the subscript pointer in register pair HL.
27C2H	Get the value of the array variables pointer from the stack and put it in register pair BC.
27C3H	Add the value of the array variables pointer in register pair BC to the subscript pointer in register pair HL.
27C4H	Load register pair DE with the variable pointer in register pair HL.
27C5H - 27C7H	Get the value of the current BASIC program pointer and put it in register pair HL.
27C8H	Return.
27C9H - 27D3H	LEVEL II BASIC MEM ROUTINE
27C9H	Zero register A.
27CAH	Save the value of the current BASIC program pointer in register pair HL on the stack.
27CBH - 27CDH	Zero the number type flag.
27CEH - 27D0H	Call the Level II BASIC FRE routine.
27D1H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
27D2H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
27D3H	Return.
27D4H - 27F4H	LEVEL II BASIC FRE ROUTINE
27D4H - 27D6H	Load register pair HL with the start of free memory pointer.
27D7H	Load register pair DE with the value of the free memory pointer in register pair HL.
27D8H - 27DAH	Zero register pair HL.
27DBH	Add the value in register pair HL to the current value of the stack pointer.
27DCH	Check the value of the current number type flag.
27DDH - 27DEH	Jump if this routine is called from the MEM routine.
27DFH - 27E1H	Go update the string pointers.

- 27E2H - 27E4H Go check to see how much string space remains.
- 27E5H - 27E7H Load register pair HL with the start of string space pointer.
- 27E8H Load register pair DE with the start of string space pointer in register pair HL.
- 27E9H - 27EBH Load register pair HL with the next available location in string space pointer.
- 27ECH Load register A with the LSB of the next available location in string space pointer in register L.
- 27EDH Subtract the LSB of the start of string space pointer in register E from the LSB of the next available location in string space pointer in register A.
- 27EEH Load register L with the LSB of the amount of string space remaining in register A.
- 27EFH Load register A with the MSB of the next available location in string space pointer in register H.
- 27F0H Subtract the MSB of the string space pointer in register D from the MSB of the next available location of string space pointer in register A.
- 27F1H Load register H with the MSB of the amount of string space remaining in register A.
- 27F2H - 27F4H Jump.
- 27F5H - 27FDH **LEVEL II BASIC POS ROUTINE**
- 27F5H - 27F7H Load register A with the current cursor line position.
- 27F8H Load register L with the value of the current cursor line position in register A.
- 27F9H Zero register A.
- 27FAH Load register H with zero.
- 27FBH - 27FDH Jump.
- 27FEH - 2818H **LEVEL II BASIC USR ROUTINE**
- 27FEH - 2800H Go call the DOS link at 41A9H.
- 2801H Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
- 2802H - 2804H Go evaluate the expression at the location of the

	current BASIC program pointer in register pair HL and return with the result in REG1.
2805H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2806H - 2808H	Load register pair HL with the return address.
2809H	Save the value of the return address in register pair HL on the stack.
280AH - 280CH	Load register A with the value of the current number type flag.
280DH	Save the value of the current number type flag in register A.
280EH - 280FH	Check to see if the current value in REG1 is a string.
2810H - 2812H	If the current result in REG1 is a string then go get the string address in register pair HL.
2813H	Get the value of the current number type flag from the stack and put it in register A.
2814H	Load register pair DE with the value of the string address in register pair HL.
2815H - 2817H	Load register pair HL with the starting address of the machine language subroutine.
2818H	Jump to the address in register pair HL.
2819H - 2827H	CONVERSION ROUTINE
2819H	Save the value in register pair HL on the stack.
281AH - 281BH	Mask the value of the current number type flag in register A.
281CH - 281EH	Load register pair HL with the address of the arithmetic conversion routines.
281FH	Load register C with the value of the number type flag in register A.
2820H - 2821H	Zero register B.
2823H - 2825H	Go convert the current result in REG1 to it's proper number type.
2826H	Get the value from the stack and put it in register pair HL.
2827H	Return.
2828H - 2835H	INPUT ROUTINE

2828H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2829H - 282BH	Load register pair HL with the value of the current BASIC line number.
282CH	Bump the value of the current BASIC line number in register pair HL.
282DH	Load register A with the MSB of the current BASIC line number in register H.
282EH	Combine the LSB of the current BASIC line number in register L with the MSB of the current BASIC line number in register A.
282FH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2830H	Return if this isn't the command mode.
2831H - 2832H	Load register E with the ID ERROR code.
2833H - 2835H	Go to the Level II BASIC error routine and display an ID ERROR message if this is the command mode.
2836H - 2856H	STRING ROUTINE
2836H - 2838H	Go convert the current result in REG1 to an ASCII string.
2839H - 283BH	Go make a temporary string work area entry.
283CH - 283EH	Load register pair HL with the string's VARPTR.
283FH - 2841H	Load register pair BC with the return address.
2842H	Save the value of the return address in register pair BC on the stack.
2843H	Load register A with the string's length at the location of the string's VARPTR in register pair HL.
2844H	Bump the value of the string's VARPTR in register pair HL.
2845H	Save the value of the string's VARPTR in register pair HL on the stack.
2846H - 2848H	Go make sure there is enough string space for the string.
2849H	Get the value of the string's VARPTR from the stack and put it in register pair HL.
284AH	Load register C with the LSB of the string's address

	at the location of the string's VARPTR in register pair HL.
284BH	Bump the value of the string's VARPTR in register pair HL.
284CH	Load register B with the MSB of the string's address at the location of the string's VARPTR in register pair HL.
284DH - 284FH	Go save the string's length and the string's address.
2850H	Save the value in register pair HL on the stack.
2851H	Load register L with the value of the string's length in register A.
2852H - 2854H	Go move the string from its temporary location to string space.
2855H	Get the value from the stack and put it in register pair DE.
2856H	Return.
2857H - 2864H	STRING ROUTINE
2857H - 2859H	Go make sure that there is enough string space remaining for the string.
285AH - 285CH	Load register pair HL with the address of the temporary string parameter storage area.
285DH	Save the address of the temporary string parameter area in register pair HL on the stack.
285EH	Save the string's length in register A at the location of the temporary string parameter storage pointer in register pair HL.
285FH	Bump the value of the temporary string parameter storage pointer in register pair HL.
2860H	Save the LSB of the string's address in register E at the location of the temporary string parameter storage pointer in register pair HL.
2861H	Bump the value of the temporary string parameter storage pointer in register pair HL.
2862H	Save the MSB of the string's address in register D at the location of the temporary string parameter storage pointer in register pair HL.
2863H	Get the address of the temporary string parameter storage area from the stack and put it in register pair HL.

2864H	Return.
2865H - 28A5H	STRING ROUTINE
2865H	Decrement the value of the current BASIC program pointer in register pair HL.
2866H - 2867H	Load register B with a quote.
2868H	Load register D with a quote.
2869H	Save the address of the current BASIC program pointer in register pair HL on the stack.
286AH - 286BH	Load register C with a -1.
286CH	Bump the value of the current BASIC program pointer in register pair HL.
286DH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
286EH	Bump the value of the counter in register C.
286FH	Check to see if the character at the location of the current BASIC program pointer in register A is an end of the BASIC line character.
2870H - 2871H	Jump if the character at the location of the current BASIC program pointer in register A is an end of the BASIC line character.
2872H	Check to see if the character at the location of the current BASIC program pointer in register A is the same as the terminating character in register D.
2873H - 2874H	Jump if the character at the location of the current BASIC program pointer in register A is the same as the terminating character in register D.
2875H	Check to see if the character at the location of the current BASIC program pointer in register A is the same as the terminating character in register B.
2876H - 2877H	Loop if the character at the location of the current BASIC program pointer in register A isn't the same as the terminating character in register B.
2878H - 2879H	Check to see if the character at the location of the current BASIC program pointer in register A is a quote.
287AH - 287CH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character if the character at the location of the cur-

	rent BASIC program pointer in register A was a quote.
287DH	Exchange the value of the current BASIC program pointer in register pair HL with the string's address on the stack.
287EH	Bump the string's address in register pair HL till it points to the first character of the string.
287FH	Load register pair DE with the string's address in register pair HL.
2880H	Load register A with the string's length in register C.
2881H - 2883H	Go save the string's length and the string's address.
2884H - 2886H	Load register pair DE with the address of the string parameter storage area.
2889H - 288BH	Load register pair HL with the next available location in the temporary string work area in register pair HL as the string's VARPTR in REG1.
288CH - 288EH	Save the value of the next available location in the temporary string work area in register pair HL as the string's VARPTR in REG1.
288FH - 2890H	Load register A with the string number type flag.
2891H - 2893H	Save the value in register A as the current number type flag.
2894H - 2896H	Add the length of the string to the next available location in the temporary string work area in register pair HL.
2897H - 2899H	Load register pair DE with the ending address of the temporary string work area.
289AH	Check to see if the updated temporary string work area location in register pair HL isn't greater than the ending address of the temporary string work area in register pair DE.
289BH - 289DH	Save the updated string work area location in register pair HL as the next available location in the temporary string work area.
289EH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
289FH	Load register A with the character at the location of the current BASIC program pointer in register pair HL.

28A0H Return if the updated temporary string work area location wasn't beyond the end of the temporary string work area.

28A1H - 28A2H Load register E with a ST ERROR code.

28A3H - 28A5H Go to the Level II BASIC error routine and display a ST ERROR message if the temporary string work area has overflowed.

28A6H - 28BEH **DISPLAY MESSAGE ROUTINE**

28A6H Bump the value of the current BASIC program pointer in register pair HL.

28A7H - 28A9H Go build a temporary string work area entry for the message at the location of the current BASIC program pointer in register pair HL.

28AAH - 28ACH Load register pair HL with the string's VARPTR.

28ADH - 28AFH Go get the string's length in register D and the string's address in register pair BC.

28B0H Bump the value of the string's length in register D.

28B1H Decrement the value of the string's length in register D.

28B2H Return if all of the characters in the string have been sent to the current output device.

28B3H Load register A with the character at the location of the string pointer in register pair BC.

28B4H - 28B6H Go send the character in register A to the current output device.

28B7H - 28B8H Check to see if the character in register A is a carriage return.

28B9H - 28BBH Jump if the character in register A is a carriage return.

28BCH Bump the value of the string pointer in register pair BC.

28BDH - 28BEH Loop till all of the characters in the string have been sent to the current output device.

28BFH - 28D9H **STRING ROUTINE**

28BFH Set the flags.

28C1H Get the string's length from the stack and put it in register A.

28C2H	Save the length of the string in register A on the stack.
28C3H - 28C5H	Load register pair HL with the start of the string space pointer.
28C6H	Load register pair DE with the start of the string space pointer in register pair HL.
28C7H - 28C9H	Load register pair HL with the next available location in string space pointer.
28CAH	Complement the string's length in register A.
28CBH	Load register C with the negative string's length in register A.
28CCH - 28CDH	Load register B with a -1.
28CEH	Add the negative string's length in register pair BC to the next available location in string space pointer in register pair HL.
28CFH	Bump the value of the adjusted next available location in string space pointer in register pair HL.
28D0H	Check to see if the adjusted next available location in string space pointer in register pair HL is less than the start of string space pointer in register pair DE.
28D1H - 28D2H	Jump if the adjusted next available location in string space pointer in register pair HL is less than the start of string space pointer in register pair DE.
28D3H - 28D5H	Save the value in register pair HL as the next available location in string space pointer.
28D6H	Bump the value of the next available location in string space pointer in register pair HL.
28D7H	Load register pair DE with the next available location in string space pointer in register pair HL.
28D8H	Get the string's length from the stack and put it in register A.
28D9H	Return.
28DAH - 298EH	STRING ROUTINE
28DAH	Get the length of the string from the stack and put it in register A.
28DBH - 28DCH	Load register E with an OS ERROR code.
28DDH - 28DFH	Go to the Level II BASIC error routine and display

an OS ERROR message if there isn't enough string space available for the string.

28E0H	Set the flags.
28E1H	Save the string's length in register A on the stack.
28E2H - 28E4H	Load register pair BC with the return address.
28E5H	Save the value of the return address in register pair BC on the stack.
28E6H - 28E8H	Load register pair HL with the top of memory pointer.
28E9H - 28EBH	Save the top of BASIC memory pointer in register pair HL as the next available location in string space pointer.
28ECH - 28EEH	Zero register pair HL.
28EFH	Save the value in register pair HL on the stack.
28F0H - 28F2H	Load register pair HL with the start of string space pointer.
28F3H	Save the start of string space pointer in register pair HL on the stack.
28F4H - 28F6H	Load register pair HL with the start of the temporary string work area pointer.
28F7H	Load register pair DE with the start of the temporary string work area pointer in register pair HL.
28F8H - 28FAH	Load register pair HL with the next available location in the temporary string work area pointer.
28FBH	Exchange the start of the temporary string work area pointer in register pair DE with the next available location in the temporary string work area pointer in register pair HL.
28FCH	Check to see if the start of the temporary string work area pointer in register pair HL is the same as the next available location in the temporary string work area pointer.
28FDH - 28FFH	Load register pair BC with the return address.
2900H - 2902H	Jump if the temporary string work area isn't empty.
2903H	Load register pair HL with the start of the simple variables pointer.
2906H	Load register pair DE with the simple variables pointer in register pair HL.

2907H - 2909H	Load register pair HL with the start of the array variables pointer.
290AH	Exchange the value of the simple variables pointer in register pair DE with the value of the array variables pointer in register pair HL.
290BH	Check to see if the simple variables pointer in register pair HL is the same as the array variables pointer in register pair DE.
290CH - 290DH	Jump if the simple variables pointer in register pair HL is the same as the array variables pointer in register pair DE.
290EH	Load register A with the number type flag at the location of the simple variables pointer in register pair HL.
290FH	Bump the value of the simple variables pointer in register pair HL.
2910H	Bump the simple variables pointer in register pair HL.
2911H	Bump the value of the simple variables pointer in register pair HL.
2912H - 2913H	Check to see if the variable at the location of the simple variables pointer is a string.
2914H - 2915H	Jump if the variable at the location of the simple variables pointer in register pair HL isn't a string.
2916H - 2918H	Go do string check.
2919H	Zero register A.
291AH	Zero register E.
291BH - 291CH	Zero register D.
291DH	Add the value of the number type flag in register pair DE to the simple variables pointer in register pair HL.
291EH - 291FH	Loop till all of the simple variables have been checked.
2920H	Clean up the stack.
2921H	Load register pair DE with the value of the array variables pointer in register pair HL.
2922H - 2924H	Load register pair HL with the start of free memory pointer.

2925H	Exchange the value of the array variables pointer in register pair DE with the value of the free memory pointer in register pair HL.
2926H	Check to see if the array variables pointer in register pair HL is the same as the free memory pointer in register pair DE.
2927H - 2929H	Jump if the array variables pointer in register HL is the same as the start of the free memory pointer in register pair DE.
292AH	Load register A with the number type flag at the location of the array variables pointer in register pair HL.
292BH	Bump the value of the array variables pointer in register pair HL.
292CH - 292EH	Go get the offset to the next array and return with it in register pair BC.
292FH	Save the value of the array variables pointer in register pair HL on the stack.
2930H	Add the value of the offset to the next array in register pair BC to the value of the array variables pointer in register pair HL.
2931H - 2932H	Check to see if the array being examined is a string.
2933H - 2934H	Jump if the array being examined isn't a string.
2935H - 2937H	Save the address of the next array in register pair HL.
2938H	Get the value of the array variables pointer from the stack and put it in register pair HL.
2939H	Load register C with the number of subscripts for the array at the location of the array variables pointer in register pair HL.
293AH - 293BH	Zero register B.
293CH	Add the number of subscripts in the array in register pair BC to the value of the array variables pointer in register pair HL.
293DH	Add the number of subscripts in the array in register pair BC to the value of the array variables pointer in register pair HL.
293EH	Bump the value of the array variables pointer in register pair HL.

293FH	Load register pair DE with the value of the array variables pointer in register pair HL.
2940H - 2942H	Load register pair HL with the address of the next array.
2943H	Exchange the value of the array variables pointer in register pair DE with the address of the array in register pair HL.
2944H	Check to see if the array variables pointer in register pair HL is the same as the address of the next array in register pair DE.
2945H - 2946H	Jump if the array variables pointer in register pair HL is the same as the address of the next array in register pair DE.
2947H - 2948H	Load register pair BC with the return address.
294AH	Save the value in register pair BC on the stack.
294BH	Zero register A.
294CH	Load register A with the length of the string at the location of the array variables pointer in register pair HL.
294DH	Bump the value of the array variables pointer in register pair HL.
294EH	Load register E with the LSB of the string's address at the location of the array variables pointer in register pair HL.
294FH	Bump the value of the array variables pointer in register pair HL.
2950H	Load register D with the MSB of the string's address at the location of the array variables pointer in register pair HL.
2951H	Bump the value of the array variables pointer in register pair HL.
2952H	Return if the string's length in register A is equal to zero.
2953H	Load register B with the MSB of the array variables pointer in register H.
2954H	Load register C with the LSB of the array variables pointer in register L.
2955H - 2957H	Load register pair HL with the location of the next available location in string space pointer.

2958H	Check to see if the string's address in register pair DE is in string space.
2959H	Load register H with the MSB of the array variables pointer in register B.
295AH	Load register L with the LSB of the array variables pointer in register C.
295BH	Return if the string's address in register pair DE is in string space.
295CH	Get the return address from the stack and put it in register pair HL.
295DH	Exchange the value of the return address in register pair HL with the start of string space pointer on the stack.
295EH	Check to see if the string's address in register pair DE is below the start of string space pointer in register pair HL.
295FH	Exchange the start of string space pointer in register pair HL with the value of the return address on the stack.
2960H	Save the value of the return address in register pair HL on the stack.
2961H	Load register H with the MSB of the array variables pointer in register B.
2962H	Load register L with the LSB of the array variables pointer in register C.
2963H	Return if the string's address in register pair DE is below the string space pointer.
2964H	Get the return address from the stack and put it in register pair BC.
2965H	Clean up the stack.
2966H	Clean up the stack.
2967H	Save the value of the array variables pointer in register pair HL on the stack.
2968H	Save the string's address in register pair DE on the stack.
2969H	Save the value of the return address in register pair BC on the stack.
296AH	Return.

296BH	Load register pair DE with the address of the last string put into the temporary string work area.
296CH	Get the temporary string work area pointer from the stack and put it in register pair HL.
296DH	Load register A with the LSB of the temporary string work area pointer in register L.
296EH	Combine the MSB of the temporary string work area pointer in register H with the LSB of the temporary string work area pointer in register A.
296FH	Return if the temporary string work area is empty.
2970H	Decrement the value of the temporary string work area pointer in register pair HL.
2971H	Load register B with the MSB of the string's address at the location of the temporary string work area pointer in register pair HL.
2972H	Decrement the value of the temporary string work area pointer in register pair HL.
2973H	Load register C with the LSB of the string's address at the location of the temporary string work area pointer in register pair HL.
2974H	Save the value of the temporary string work area pointer in register pair HL on the stack.
2975H	Decrement the value of the temporary string work area pointer in register pair HL.
2976H	Load register L with the string's length at the location of the temporary string work area pointer in register pair HL.
2977H - 2978H	Zero register H.
2979H	Add the length of the string in register pair HL to the string's address in register pair BC.
297AH	Load register D with the MSB of the string's address in register B.
297BH	Load register E with the LSB of the string's address in register C.
297CH	Decrement the value of the string's ending address in register pair HL.
297DH	Load register B with the MSB of the string's ending address in register H.

297EH	Load register C with the LSB of the string's ending address in register L.
297FH - 2981H	Load register pair HL with the next available location in string space pointer.
2982H - 2984H	Move the string from the temporary storage location to string space.
2985H	Get the temporary string work area pointer from the stack and put it in register pair HL.
2986H	Save the LSB of the string's address in register C at the location of the temporary string work area pointer in register pair HL.
2987H	Bump the value of the temporary string work area pointer in register pair HL.
2988H	Save the MSB of the string's address in register B at the location of the temporary string work area pointer in register pair HL.
2989H	Load register L with the LSB of the string's address in register C.
298AH	Load register H with the MSB of the string's address in register B.
298BH	Decrement the string's address in register pair HL.
298CH - 298EH	Jump.
298FH - 29C5H	STRING ADDITION ROUTINE
298FH	Save the operator value in register pair BC on the stack.
2990H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2991H - 2993H	Load register pair HL with the first string's VARPTR in REG1.
2994H	Exchange the value of the first string's VARPTR in register pair HL with the value of the current BASIC program on the stack.
2995H - 2997H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL.
2998H	Exchange the value of the current BASIC program pointer in register pair HL with the value of the first string's VARPTR on the stack.
2999H - 299BH	Go make sure the current result in REG1 is a string.

299CH	Load register A with the first string's length at the location of the first string's VARPTR in register pair HL.
299DH	Save the value of the first string's VARPTR in register pair HL on the stack.
299EH - 29A0H	Load register pair HL with the second string's VARPTR in REG1.
29A1H	Save the second string's VARPTR in register pair HL on the stack.
29A2H	Add the length of the second string at the location of the second string's VARPTR in register pair HL to the length of the first string in register A.
29A3H - 29A4H	Load register E with a LS ERROR code.
29A5H - 29A7H	Go to the Level II BASIC error routine and display a LS ERROR message if the combined lengths of the strings is greater than 255.
29A8H - 29AAH	Go make sure that there is enough string space for the new string.
29ABH	Get the second string's VARPTR from the stack and put it in register pair DE.
29ACH - 29AEH	Go update the temporary string work area.
29AFH	Exchange the second string's VARPTR in register pair HL with the first string's VARPTR on the stack.
29B0H - 29B2H	Go update the temporary string work area.
29B3H	Save the value of the first string's VARPTR in register pair HL on the stack.
29B4H - 29B6H	Load register pair HL with the second string's address.
29B7H	Load register pair DE with the second string's address in register pair HL.
29B8H - 29BAH	Go move the first string to it's temporary storage location.
29BBH - 29BDH	Go move the second string to it's temporary storage location.
29BEH - 29C0H	Load register pair HL with the return address.
29C1H	Exchange the value of the return address in register pair HL with the value of the current BASIC program pointer on the stack.

29C2H	Save the value of the current BASIC program pointer in register pair HL on the stack.
29C3H - 29C5H	Jump.
29C6H - 29D6H	STRING ROUTINE
29C6H	Load register pair HL with the value of the return address on the stack.
29C7H	Exchange the value of the return address in register pair HL with the string's VARPTR on the stack.
29C8H	Load register A with the string's length at the location of the string's VARPTR in register pair HL.
29C9H	Bump the value of the string's VARPTR in register pair HL.
29CAH	Load register C with the LSB of the string's address at the location of the string's VARPTR in register pair HL.
29CBH	Bump the value of the string's VARPTR in register pair HL.
29CCH	Load register B with the MSB of the string's address at the location of the string's VARPTR in register pair HL.
29CDH	Load register L with the string's length in register A.
29CEH	Bump the value of the string's length in register L.
29CFH	Decrement the value of the string's length in register L.
29D0H	Return if all of the characters in the string have been moved.
29D1H	Load register A with the character at the location of the string pointer in register pair BC.
29D2H	Save the character in register A at the location of the string storage pointer in register pair DE.
29D3H	Bump the value of the string pointer in register pair BC.
29D4H	Bump the value of the string storage pointer in register pair DE.
29D5H - 29D6H	Loop till the string has been completely moved.
29D7H - 29F4H	STRING ROUTINE

29D7H - 29D9H	Go make sure that the current result in REG1 is a string.
29DAH - 29DCH	Load register pair HL with the string's VARPTR in REG1.
29DDH	Load register pair DE with the value of the string's VARPTR in register pair HL.
29DEH - 29E0H	Check to see if the string is the last entry in the temporary string work area.
29E1H	Load register pair HL with the value of the string's VARPTR in register pair DE.
29E2H	Return if the string isn't the last entry in the temporary string work area.
29E3H	Save the value of the string's VARPTR in register pair DE on the stack.
29E4H	Load register D with the MSB of the string's address in register B.
29E5H	Load register E with the LSB of the string's address in register C.
29E6H	Decrement the value of the string's address in register pair DE.
29E7H	Load register C with the string's length at the location of the string's VARPTR in register pair HL.
29E8H - 29EAH	Load register pair HL with the next available location in string space pointer.
29EBH	Check to see if the string's address in register pair DE is the same as the next available location in string space pointer in register pair HL.
29ECH - 29EDH	Jump if the string's address in register pair DE isn't the same as the next available location in string space pointer in register pair HL.
29EEH	Load register B with the value in register A.
29EFH	Add the length of the string in register pair BC to the next available location in string space pointer in register pair HL.
29E0H - 29F2H	Save the adjusted next available location in string space pointer in register pair HL.
29F3H	Get the string's VARPTR from the stack and put it in register pair HL.
29F4H	Return.

29F5H - 2A02H STRING ROUTINE

- 29F5H - 29F7H** Load register pair HL with the temporary string work area pointer.
- 29F8H** Decrement the value of the temporary string work area pointer in register pair HL.
- 29F9H** Load register B with the MSB of the string's address at the location of the temporary string work area pointer in register pair HL.
- 29FAH** Decrement the value of the temporary string work area pointer in register pair HL.
- 29FBH** Load register C with the LSB of the string's address at the location of the temporary string work area pointer in register pair HL.
- 29FCH** Decrement the value of the temporary string work area pointer in register pair HL.
- 29FDH** Check to see if the string's VARPTR in register pair DE matches the temporary string work area pointer in register pair HL.
- 29FEH** Return if the string's VARPTR in register pair DE doesn't match the temporary string work area pointer in register pair HL.
- 29FFH - 2A01H** Save the value of the temporary string work area pointer in register pair HL.

2A02H Return.

2A03H - 2A0EH LEVEL II BASIC LEN ROUTINE

- 2A03H - 2A05H** Load register pair BC with the return address.
- 2A06H** Save the value of the return address in register pair BC on the stack.
- 2A07H - 2A09H** Go get the string's VARPTR and put it in register pair HL.
- 2A0AH** Zero register A.
- 2A0BH** Zero register D.
- 2A0CH** Load register A with the string's length at the location of the string's VARPTR in register pair HL.
- 2A0DH** Set the flags according to the string's length in register A.
- 2A0EH** Return.

2A0FH - 2A1EH LEVEL II BASIC ASC ROUTINE

2A0FH - 2A11H Load register pair BC with the return address.

2A12H Save the value of the return address in register pair BC on the stack.

2A13H - 2A15H Go get string's VARPTR into register pair HL and the string's length into register A.

2A16H - 2A18H Go to the Level II BASIC error routine and display a FC ERROR message if the string's length in register A is equal to zero.

2A19H Bump the value of the string's VARPTR in register pair HL.

2A1AH Load register E with the LSB of the string's address at the location of the string's VARPTR in register pair HL.

2A1BH Bump the value of the string's VARPTR in register pair HL.

2A1CH Load register D with the MSB of the string's address at the location of the string's VARPTR in register pair HL.

2A1DH Load register A with the character at the location of the string pointer in register pair DE.

2A1EH Return.

2A1FH - 2A2EH LEVEL II BASIC CHR\$ ROUTINE

2A1FH - 2A20H Load register A with the string's length.

2A21H - 2A23H Go save the string's length in register A and set up the string's address.

2A24H - 2A26H Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the integer result in register pair DE.

2A27H - 2A29H Load register pair HL with the string's address.

2A2AH Save the character in register E at the location of the string pointer in register pair HL.

2A2BH Clean up the stack.

2A2CH - 2A2EH Jump.

2A2FH - 2A60H LEVEL II BASIC STRINGS\$ ROUTINE

2A2FH Go bump the value of the current BASIC program

pointer in register HL till it points to the next character.

2A30H - 2A31H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a (.

2A32H - 2A34H Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the integer result in register pair DE.

2A35H Save the string's length in register pair DE on the stack.

2A36H - 2A37H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.

2A38H - 2A3AH Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.

2A3BH - 2A3CH Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).

2A3DH Exchange the value of the current BASIC program pointer in register pair HL with the string's length on the stack.

2A3EH Save the string's length in register pair HL on the stack.

2A3FH Go check the current value of the number type flag.

2A40H - 2A41H Jump if the current result in REG1 is a string.

2A42H - 2A44H Convert the current result in REG1 to an integer and return with the 8-bit result in register A.

2A45H - 2A46H Jump.

2A47H - 2A49H Go get the first character in the string and return with it in register A.

2A4AH Get the string's length from the stack and put it in register pair DE.

2A4BH Save the character for the string in register A on the stack.

2A4CH Save the character for the string in register A on the stack.

2A4DH Load register A with the string's length in register E.

2A4EH - 2A4FH	Go update the temporary string work area.
2A51H	Load register E with the string's length in register A.
2A52H	Get the character for the string from the stack and put it in register A.
2A53H	Bump the value of the string's length in register E.
2A54H	Decrement the string's length in register E.
2A55H - 2A56H	Jump if the string has been completed.
2A57H - 2A59H	Load register pair HL with the string's address.
2A5AH	Save the character in register A at the location of the string pointer in register pair HL.
2A5BH	Bump the value of the string pointer in register pair HL.
2A5CH	Decrement the string's length in register E.
2A5DH - 2A5EH	Loop till the string has been completed.
2A5FH - 2A60H	Jump.
2A61H - 2A90H	LEVEL II BASIC C LEFT\$ ROUTINE
2A61H - 2A63H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
2A64H	Zero register A.
2A65H	Exchange the value of the current BASIC program pointer in register pair HL with the string's VARPTR on the stack.
2A66H	Zero register C.
2A68H	Load register H with the value in register A.
2A69H	Save the value of the string's VARPTR in register pair HL on the stack.
2A6AH	Load register A with the string's length at the location of the string's VARPTR in register pair HL.
2A6BH	Check to see if the new string's length in register B is greater than the string's length in register A.
2A6CH - 2A6DH	Jump if the new string's length in register B is greater than the string's length in register A.
2A6EH	Load register A with the new string's length in register B.

2A70H - 2A71H Zero register C.

2A72H Save the string's length in register pair BC on the stack.

2A73H - 2A75H Go see if there is enough string space for the new string.

2A76H Get the new string's length from the stack and put it in register pair BC.

2A77H Get the string's VARPTR from the stack and put it in register pair HL.

2A78H Save the string's VARPTR in register pair HL on the stack.

2A79H Bump the value of the string's VARPTR in register pair HL.

2A7AH Load register B with the LSB of the string's address at the location of the string's VARPTR in register pair HL.

2A7BH Bump the value of the string's VARPTR in register pair HL.

2A7CH Load register H with the MSB of the string's address at the location of the string's VARPTR in register pair HL.

2A7DH Load register L with the LSB of the string's address in register B.

2A7EH - 2A7FH Zero register B.

2A80H Add the string's length in register pair BC to the string's address in register pair HL.

2A81H Load register B with the MSB of the string's ending address in register H.

2A82H Load register C with the LSB of the string's ending address in register L.

2A83H - 2A85H Go save the string's length and the string's address.

2A86H Load register L with the string's length in register A.

2A87H - 2A89H Go move the string into string space.

2A8AH Clean up the stack.

2A8BH - 2A8DH Go update the temporary string work area.

2A8EH - 2A90H Jump.

2A91H - 2A99H LEVEL II BASIC RIGHTS\$ ROUTINE

2A91H - 2A93H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).

2A94H Get the string's VARPTR from the stack and put it in register pair DE.

2A95H Save the string's VARPTR in register pair DE on the stack.

2A96H Load register A with the string's length at the location of the string's VARPTR in register pair DE.

2A97H Subtract the new string's length in register B from the string's length in register A.

2A98H - 2A99H Jump.

2A9AH - 2AC4H LEVEL II BASIC MID\$ ROUTINE

2A9AH Load register pair HL with the value of the current BASIC program pointer in register pair DE.

2A9BH Load register A with the character at the location of the current BASIC program pointer in register pair HL.

2A9CH - 2A9EH Go get the string's position in register B and the string's VARPTR in register pair DE.

2A9FH Bump the value of the string's position in register B.

2AA0H Decrement the value of the string's position in register B.

2AA1H - 2AA3H Go to the Level II BASIC error routine and display a FC ERROR message if the string's position in register B is equal to zero.

2AA4H Save the value of the string's position in register B on the stack.

2AA5H - 2AA6H Load register E with the default string's length.

2AA7H - 2AA8H Check to see if the character at the location of the current BASIC program pointer in register A is a).

2AA9H - 2AAAH Jump if the character at the location of the current BASIC program pointer in register A is a).

2AABH - 2AACH Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.

2AADH - 2AAFH Go evaluate the expression at the location of the

current BASIC program pointer in register pair HL and return with the integer result in register pair DE.

- 2AB0H - 2AB1H Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
- 2AB2H Get the value of the string's position from the stack and put it in register A.
- 2AB3H Exchange the value of the current BASIC program pointer in register pair HL with the value of the string's VARPTR on the stack.
- 2AB4H - 2AB6H Load register pair BC with the return address.
- 2AB7H Save the return address in register pair BC on the stack.
- 2AB8H Decrement the value of the string's position in register A.
- 2AB9H Compare the string's length at the location of the string's VARPTR in register pair HL with the value of the string's position in register A.
- 2ABAH - 2ABBH Zero register B.
- 2ABCH Return if the string's position in register A is greater than the string's length at the location of the string's VARPTR in register pair HL.
- 2ABDH Load register C with the string's position in register A.
- 2ABEH Load register A with the string's length at the location of the string's VARPTR in register pair HL.
- 2ABFH Subtract the value of the string's position in register C from the string's length in register A.
- 2AC0H Compare the new string's length in register E with the adjusted string's length in register A.
- 2AC1H Load register B with the adjusted string's length in register A.
- 2AC2H Return if the new string's length in register E is greater than the string's length in register A.
- 2AC3H Load register B with the new string's length in register E.
- 2AC4H Return.

2AC5H - 2ADEH	LEVEL II BASIC VAL ROUTINE
2AC5H - 2AC7H	Go get the string's length in register A and the string's VARPTR in register pair HL.
2AC8H - 2ACAH	Jump if the string's length in register A is equal to zero.
2ACBH	Load register E with the string's length at the location of the string's VARPTR in register pair HL.
2ACCH	Bump the value of the string's VARPTR in register pair HL.
2ACDH	Load register A with the LSB of the string's address at the location of the string's VARPTR in register pair HL.
2ACEH	Bump the value of the string's VARPTR in register pair HL.
2ACFH	Load register H with the MSB of the string's address at the location of the string's VARPTR in register pair HL.
2AD0H	Load register L with the LSB of the string's address in register A.
2AD1H	Save the value of the string's address in register pair HL on the stack.
2AD2H	Add the string's length in register pair DE to the string's address in register pair HL.
2AD3H	Load register B with the last character of the string at the location of the string pointer in register pair HL.
2AD4H	Save the zero in register D at the location of the string pointer in register pair HL.
2AD5H	Exchange the string's ending address in register pair HL with the string's address on the stack.
2AD6H	Save the last character of the string in register B on the stack.
2AD7H	Load register A with the character at the location of the string pointer in register pair HL.
2AD8H - 2ADAH	Go convert the string from ASCII to binary.
2ADBH	Get the last character of the string from the stack and put it in register B.
2ADCH	Get the string's ending address from the stack and put it in register pair HL.

2ADDH	Save the character in register B at the location of the string pointer in register pair HL.
2ADEH	Return.
2ADFH - 2AE6H	STRING ROUTINE
2ADFH	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
2AE0H - 2AE1H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a).
2AE2H	Get the return address from the stack and put it in register pair BC.
2AE3H	Get the number of bytes from the stack and put it in register pair DE.
2AE4H	Save the return address in register pair BC on the stack.
2AE5H	Load register B with the number of bytes in register E.
2AE6H	Return.
2AE7H - 2AEEH	DISK ROUTINE
2AE7H - 2AE8H	Check to see if the character at the location of the current BASIC program pointer in register A is equal to 7AH.
2AE9H - 2AEBH	Go to the Level II BASIC error routine and display a SN ERROR message if the character at the location of the current BASIC program pointer in register A isn't equal to 7AH.
2AECB - 2AEEH	Jump to the DOS link at 41D9H.
2AEFH - 2AF7H	LEVEL II BASIC INP ROUTINE
2AEFH - 2AF1H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the port number in register A.
2AF2H - 2AF4H	Save the value of the port number in register A.
2AF5H - 2AF7H	Go get the value from the port and return.
2AF8H - 2B00H	LEVEL II BASIC OUT ROUTINE
2AF8H - 2AFAH	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the port number saved in memory.

2AFBH - 2AFDH	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with value to send to the port in register A.
2AFEH - 2B00H	Go send the value in register A to the port and return.
2B01H - 2B0DH	EVALUATE EXPRESSION ROUTINE
2B01H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2B02H - 2B04H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
2B05H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2B06H - 2B08H	Go convert the result in REG1 to an integer.
2B09H	Load register pair DE with the integer result in register pair HL.
2B0AH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2B0BH	Load register A with the MSB of the integer result in register D.
2B0CH	Test the value of the MSB in register A.
2B0DH	Return.
2B0EH - 2B16H	EVALUATE EXPRESSION ROUTINE
2B0EH - 2B10H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the 8-bit value in register A.
2B11H - 2B13H	Save the 8-bit value in register A.
2B14H - 2B16H	Save the 8-bit value in register A.
2B17H - 2B1AH	CHECK SYNTAX ROUTINE
2B17H - 2B18H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
2B19H - 2B1AH	Jump.
2B1BH - 2B28H	EVALUATE EXPRESSION ROUTINE
2B1BH	Go bump the value of the current BASIC program

pointer in register pair HL till it points to the next character.

2B1CH - 2B1EH Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.

2B1FH - 2B21H Go convert the result in REG1 to an integer and return with the integer result in register pair DE.

2B22H - 2B24H Go to the Level II BASIC error routine and display an FC ERROR message if the result is greater than 255.

2B25H Decrement the value of the current BASIC program pointer in register pair HL.

2B26H Go bump the value of the current BASIC program pointer in register pair HL until it points to the next character.

2B27H Load register A with the 8-bit result in register E.

2B28H Return.

2B29H - 2B2DH **LEVEL II BASIC LLIST ROUTINE**

2B29H - 2B2AH Load register A with the printer output device code.

2B2BH - 2B2DH Save the value in register A as the current output device flag.

2B2EH - 2B74H **LEVEL II BASIC LIST ROUTINE**

2B2EH Get the return address from the stack and put it in register pair BC.

2B2FH - 2B31H Go evaluate the range of line numbers given at the location of the current BASIC program pointer in register pair HL.

2B32H Save the address of the first BASIC line in register pair BC on the stack.

2B33H - 2B35H Load register pair HL with a -1.

2B36H - 2B38H Save the value in register pair HL as the current BASIC line number.

2B39H Get the address of the first BASIC line from the stack and put it in register pair HL.

2B3AH Get the value of the last BASIC line number from the stack and put it in register pair DE.

2B3BH Load register C with the LSB of the next BASIC line

	pointer at the location of the memory pointer in register pair HL.
2B3CH	Bump the value of the memory pointer in register pair HL.
2B3DH	Load register B with the MSB of the next BASIC line pointer at the location of the memory pointer in register pair HL.
2B3EH	Bump the value of the memory pointer in register pair HL.
2B3FH	Load register A with the MSB of the next BASIC line pointer in register B.
2B40H	Combine the LSB of the next BASIC line pointer in register C with the MSB of the next BASIC line pointer in register A.
2B41H - 2B43H	Jump if this is the end of the BASIC program.
2B44H - 2B46H	Go call the DOS link at 41DFH.
2B47H - 2B49H	Go scan the keyboard to see if the BREAK key or the shift @ key was pressed.
2B4AH	Save the address of the next BASIC line in register pair BC on the stack.
2B4BH	Load register C with the LSB of the BASIC line number at the location of the memory pointer in register pair HL.
2B4CH	Bump the value of the memory pointer in register pair HL.
2B4DH	Load register B with the MSB of the BASIC line number at the location of the memory pointer in register pair HL.
2B4EH	Bump the value of the memory pointer in register pair HL.
2B4FH	Save the BASIC line number in register pair BC on the stack.
2B50H	Exchange the value of the memory pointer in register pair HL with the value of the BASIC line number on the stack.
2B51H	Exchange the value of the BASIC line number in register pair HL with the value of the last BASIC line number in register pair DE.
2B52H	Compare the BASIC line number in register pair DE with the last BASIC line number in register pair HL.

2B53H	Get the value of the memory pointer from the stack and put it in register pair BC.
2B54H - 2B56H	Jump if the BASIC line number in register pair DE is greater than the last BASIC line number in register pair HL.
2B57H	Exchange the value of the last BASIC line number in register pair HL with the address of the next BASIC line on the stack.
2B58H	Save the address of the next BASIC line in register pair HL on the stack.
2B59H	Save the memory pointer in register pair BC on the stack.
2B5AH	Load register pair HL with the BASIC line number in register pair DE.
2B5BH - 2B5DH	Save the BASIC line number in register pair HL.
2B5EH - 2B60H	Go convert the BASIC line number in register pair HL to an ASCII string and send the string to the current output device.
2B61H - 2B62H	Load register A with a space.
2B63H	Get the value of the memory pointer from the stack and put it in register pair HL.
2B64H - 2B66H	Go send the space in register A to the current output device.
2B67H - 2B69H	Go move the BASIC line at the location of the memory pointer in register pair HL into the input buffer and untokenize the BASIC line.
2B6AH - 2B6CH	Load register pair HL with the starting address of the input buffer.
2B6DH - 2B6FH	Go send the BASIC line in the input buffer to the current output device.
2B70H - 2B72H	Go send a carriage return to the current output device.
2B73H - 2B74H	Loop till the listing is complete.
2B75H - 2B7DH	DISPLAY MESSAGE ROUTINE
2B75H	Load register A with the character at the location of the memory pointer in register pair HL.
2B76H	Check to see if the character in register A is an end of the string character.

2B77H	Return if the character in register A is an end of the string character.
2B78H - 2B7AH	Go send the character in register A to the current output device.
2B7BH	Bump the value of the memory pointer in register pair HL.
2B7CH - 2B7DH	Loop till all of the characters have been sent to the current output device.
2B7EH - 2BC5H	UNTOKENIZE ROUTINE
2B7EH	Save the BASIC line pointer in register pair HL on the stack.
2B7FH - 2B81H	Load register pair HL with the starting address of the input buffer.
2B82H	Load register B with the MSB of the input buffer pointer in register H.
2B83H	Load register C with the LSB of the input buffer pointer in register L.
2B84H	Get the value of the BASIC line pointer from the stack and put it in register pair HL.
2B85H - 2B86H	Load register D with the maximum length of an untokenized line.
2B87H - 2B88H	Jump.
2B89H	Bump the value of the input buffer pointer in register pair BC.
2B8AH	Decrement the character count in register D.
2B8BH	Return if 255 characters have been moved into the input buffer.
2B8CH	Load register A with the character at the location of the BASIC line pointer in register pair HL.
2B8DH	Check to see if the character in register A is an end of the BASIC line character.
2B8EH	Bump the value of the BASIC line pointer in register pair HL.
2B8FH	Save the character in register A at the location of the input buffer pointer in register pair BC.
2B90H	Return if the character in register A is an end of the BASIC line character.

2B91H - 2B93H	Jump if the character in register A isn't a BASIC token.
2B94H - 2B95H	Check to see if the character in register A is a token.
2B96H - 2B97H	Jump if the character in register A isn't a ' token.
2B98H	Decrement the value of the input buffer pointer in register pair BC.
2B99H	Decrement the value of the input buffer pointer in register pair BC.
2B9AH	Decrement the value of the input buffer pointer in register pair BC.
2B9BH	Decrement the value of the input buffer pointer in register pair BC.
2B9CH	Bump the value of the character counter in register D.
2B9DH	Bump the value of the character counter in register D.
2B9EH	Bump the value of the character counter in register D.
2B9FH	Bump the value of the character counter in register D.
2BA0H - 2BA1H	Check to see if the character in register A is an ELSE token.
2BA2H - 2BA4H	Go decrement the value of the input buffer pointer if the character in register A is an ELSE token.
2BA5H - 2BA7H	Save the value of the BASIC line pointer in register pair HL on the stack.
2BA8H	Load register E with the character in register A.
2BA9H - 2BABH	Load register pair HL with the starting address of the reserved words list.
2BACH	Load register A with the character at the location of the reserved words list pointer in register pair HL.
2BADH	Test the value of the character in register A.
2BAEH	Bump the value of the reserved words list pointer in register pair HL.
2BAFH - 2BB1H	Jump if the character at the location of the reserved words pointer in register A doesn't have bit 7 set.

2BB2H	Decrement the value of the token in register E.
2BB3H - 2BB4H	Jump if this isn't the reserved word for the token.
2BB5H - 2BB6H	Reset bit 7 of the character in register A.
2BB7H	Save the character in register A at the location of the input buffer pointer in register pair BC.
2BB8H	Bump the value of the input buffer pointer in register pair BC.
2BB9H	Decrement the value of the character counter in register D.
2BBAH - 2BBCH	Jump if the maximum number of characters have been put into the input buffer.
2BBDH	Load register A with the character at the location of the reserved words pointer in register pair HL.
2BBEH	Bump the reserved words pointer in register pair HL.
2BBFH	Test the value of the character in register A.
2BC0H - 2BC2H	Jump if bit 7 of the character in register A isn't set.
2BC3H	Get the value of the BASIC line pointer from the stack and put it in register pair HL.
2BC4H - 2BC5H	Jump.
2BC6H - 2BF4H	LEVEL II BASIC DELETE ROUTINE
2BC6H - 2BC8H	Go evaluate the line numbers at the location of the current BASIC program pointer in register pair HL.
2BC9H	Get the value of the last BASIC line number to be deleted from the stack and put it in register pair DE.
2BCAH	Save the address of the first BASIC line to be deleted in register pair BC on the stack.
2BCBH	Save the address of the first BASIC line to be deleted in register pair BC on the stack.
2BCCH - 2BCEH	Go get the address of the last line to be deleted.
2BCFH - 2BD0H	Jump if the last line to be deleted can't be found in the BASIC program.
2BD1H	Load register D with the MSB of the last BASIC line's address in register H.
2BD2H	Load register E with the LSB of the last BASIC line's address in register L.

2BD3H	Exchange the last BASIC line's address in register pair HL with the first BASIC line's address on the stack.
2BD4H	Save the first BASIC line's address in register pair HL on the stack.
2BD5H	Check to see if the first BASIC line's address in register pair HL is greater than or equal to the last BASIC line's address in register pair DE.
2BD6H - 2BD8H	Jump to the Level II BASIC error routine and display a FC ERROR message if the first BASIC lines address in register pair HL is greater than or equal to the last Basic line's address in register pair DE.
2BD9H - 2BDBH	Load register pair HL with the starting address of the BASIC READY message.
2BDCH - 2BDEH	Go display the BASIC READY message.
2BDFH	Get the first BASIC line's address from the stack and put it in register pair BC.
2BE0H - 2BE2H	Load register pair HL with the return address.
2BE3H	Exchange the value of the return address in register pair HL with the value of the last BASIC line's address on the stack.
2BE4H	Load register pair DE with the last BASIC line's address in register pair HL.
2BE5H - 2BE7H	Load register pair HL with the end of the BASIC program pointer.
2BE8H	Load register A with the character at the location of the memory pointer in register pair DE.
2BE9H	Save the character in register A at the location of the memory pointer in register pair BC.
2BEAH	Bump the value of the memory pointer in register pair BC.
2BEBH	Bump the value of the memory pointer in register pair DE.
2BECB	Check to see if the memory pointer in register pair DE equals the end of the BASIC program pointer in register pair HL.
2BEDH - 2BEEH	Loop till the memory pointer in register pair DE equals the end of the BASIC program pointer in register pair HL.

2BEFH	Load register H with the MSB of the memory pointer in register B.
2BF0H	Load register L with the LSB of the memory pointer in register C.
2BF1H - 2BF3H	Save the value in register pair HL as the new end of the BASIC program pointer.
2BF4H	Return.
2BF5H - 2C1EH	LEVEL II BASIC CSAVE ROUTINE
2BF5H - 2BF7H	Go write the leader and the sync byte on the cassette recorder.
2BF8H - 2BFAH	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
2BFBH	Save the value of the current BASIC program pointer in register pair HL on the stack.
2BFCH - 2BFEH	Go get the starting address of the filename in register pair DE.
2BFFH - 2C00H	Load register A with the filename header byte.
2C01H - 2C03H	Go write the filename header byte in register A on the cassette recorder.
2C04H - 2C06H	Go write the filename header byte in register A twice more.
2C07H	Load register A with the first character of the filename at the location of the filename pointer in register pair DE.
2C08H - 2C0AH	Go write the filename in register A on the cassette recorder.
2C0BH - 2C0DH	Load register pair HL with the start of the BASIC program pointer.
2C0EH	Load register pair DE with the start of the BASIC program pointer in register pair HL.
2C0FH - 2C11H	Load register pair HL with the end of the BASIC program pointer.
2C12H	Load register A with the character at the location of the memory pointer in register pair DE.
2C13H	Bump the value of the memory pointer in register pair DE.

2C14H - 2C16H	Go write the character in register A on the cassette recorder.
2C17H	Check to see if the memory pointer in register pair DE is equal to the end of the BASIC program pointer in register pair HL.
2C18H - 2C19H	Loop till the memory pointer in register pair DE is equal to the end of the BASIC program pointer in register pair HL.
2C1AH - 2C1CH	Go turn the cassette recorder off.
2C1DH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2C1EH	Return.
2C1FH - 2CA4H	LEVEL II BASIC CLOAD ROUTINE
2C1FH - 2C21H	Go turn on the cassette recorder.
2C22H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
2C23H - 2C24H	Check to see if the character at the location of the current BASIC program pointer in register A is a ?.
2C25H - 2C26H	Jump if the character at the location of the current BASIC program pointer in register A is a ?.
2C27H	Zero register A.
2C29H	Load register A with a -1 for CLOAD?.
2C2AH	Bump the value of the current BASIC program pointer in register pair HL till it points to the next character if CLOAD?.
2C2BH	Save the CLOAD/CLOAD? flag in register A on the stack.
2C2CH	Decrement the value of the current BASIC program pointer in register pair HL.
2C2DH	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2C2EH - 2C2FH	Zero register A.
2C30H - 2C31H	Jump if the character at the location of the current BASIC program pointer in register pair HL is an end of the BASIC statement character.

2C32H - 2C34H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
2C35H - 2C37H	Go get the filename's address in register pair DE.
2C38H	Load register A with the first character of the filename at the location of the filename pointer in register pair DE.
2C39H	Load register L with the filename in register A.
2C3AH	Get the value of the CLOAD/CLOAD? flag from the stack and put it in register A.
2C3BH	Test the value of the CLOAD/CLOAD? flag in register A.
2C3CH	Load register H with the value of the CLOAD/CLOAD? flag in register A.
2C3DH - 2C3FH	Save the value of the CLOAD/CLOAD? flag and the filename in register pair HL in REG1.
2C40H - 2C42H	Go reinitialize the BASIC pointers if CLOAD.
2C43H - 2C45H	Load register pair HL with the CLOAD/CLOAD? flag and the filename in REG1.
2C46H	Load register pair DE with the CLOAD/CLOAD? flag and the filename in register pair HL.
2C47H - 2C48H	Load register B with the number of bytes for the filename header.
2C49H - 2C4BH	Go read a byte from the cassette recorder and return with it in register A.
2C4CH - 2C4DH	Check to see if the character in register A is a filename header byte.
2C4EH - 2C4FH	Loop if the character in register A isn't a filename header byte.
2C50H - 2C51H	Loop till three filename header bytes have been read.
2C52H - 2C54H	Go read a byte from the cassette recorder and return with it in register A.
2C55H	Bump the value of the filename in register E.
2C56H	Decrement the value of the filename in register E.
2C57H - 2C58H	Jump if no filename was specified.

2C59H	Compare the filename specified in register E with the character in register A.
2C5AH - 2C5BH	Jump if the filename specified in register E doesn't match the character in register A.
2C5CH - 2C5EH	Load register pair HL with the start of the BASIC program pointer.
2C5FH - 2C60H	Load register B with the number of zeros to look for to stop the load.
2C61H - 2C63H	Go read a byte from the cassette recorder and return with it in register A.
2C64H	Load register E with the character in register A.
2C65H	Compare the character in register A with the character at the location of the memory pointer in register pair HL.
2C66H	Combine the result in register A with the value of the CLOAD/CLOAD? flag in register D.
2C67H - 2C68H	Jump if CLOAD? and the bytes don't match.
2C69H	Save the character in register E at the location of the memory pointer in register pair HL.
2C6AH - 2C6CH	Go check for an OM ERROR.
2C6DH	Load register A with the character at the location of the memory pointer in register pair HL.
2C6EH	Check to see if the byte just read in register A is equal to zero.
2C6FH	Bump the value of the memory pointer in register pair HL.
2C70H - 2C71H	Loop if the byte in register A isn't equal to zero.
2C72H - 2C74H	Go blink the asterisk on the video display.
2C75H - 2C76H	Loop till three zeros in a row have been read from the cassette recorder.
2C77H - 2C79H	Save the value of the memory pointer in register pair HL as the new end of the BASIC program pointer.
2C7AH - 2C7CH	Load register pair HL with the starting address of the BASIC READY message.
2C7DH - 2C7FH	Go display the BASIC READY message.
2C80H - 2C82H	Go turn off the cassette recorder.

- 2C83H - 2C85H Load register pair HL with the start of the BASIC program pointer.
- 2C86H Save the start of the BASIC program pointer in register pair HL on the stack.
- 2C87H - 2C89H Jump.
- 2C8AH - 2C8CH Load register pair HL with the starting address of the BAD message.
- 2C8DH - 2C8FH Go display the BAD message.
- 2C90H - 2C92H Jump.
- 2C93H - 2C95H Go display the filename on the video display.
- 2C96H - 2C97H Load register B with the number of zeros to be found to stop the search.
- 2C98H - 2C9AH Go read a byte from the cassette recorder and return with it in register A.
- 2C9BH Check to see if the character in register A is equal to zero.
- 2C9CH - 2C9DH Loop if the character in register A isn't equal to zero.
- 2C9EH - 2C9FH Loop till three zeros in a row have been read from the cassette recorder.
- 2CA0H - 2CA2H Go read the leader and the sync byte on the cassette recorder.
- 2CA3H - 2CA4H Jump.
- 2CA5H - 2CA9H **MESSAGE STORAGE LOCATION**
- 2CA5H - 2CA9H The BAD message is stored here.
- 2CAAH - 2CB0H **LEVEL II BASIC PEEK ROUTINE**
- 2CAAH - 2CACH Go convert the current result in REG1 to an integer and return with it in register pair HL.
- 2CADH Load register A with the value at the location of the memory pointer in register pair HL.
- 2CAEH - 2CB0H Go save the 8-bit value in register A as the current result in REG1.
- 2CB1H - 2CBCH **LEVEL II BASIC POKE ROUTINE**
- 2CB1H - 2CB3H Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the integer result in register pair DE.

2CB4H	Save the value of the memory pointer in register pair DE on the stack.
2CB5H - 2CB6H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a comma.
2CB7H - 2CB9H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the 8-bit value in register A.
2CBAH	Get the value of the memory pointer from the stack and put it in register pair DE.
2CBBH	Save the value in register A at the location of the memory pointer in register pair DE.
2CBCH	Return.
2CBDH - 2E52H	LEVEL II BASIC USING ROUTINE
2CBDH - 2CBFH	Go evaluate the string expression at the location of the current BASIC program pointer in register pair HL.
2CC0H - 2CC2H	Go make sure the expression that was just evaluated was a string.
2CC3H - 2CC4H	Go check the syntax. The character at the location of the current BASIC program pointer in register pair HL must be a semicolon.
2CC5H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
2CC6H - 2CC8H	Load register pair HL with the USING string's VARPTR.
2CC9H - 2CCAH	Jump.
2CCBH - 2CCDH	Load register A with the value of the READ/INPUT flag.
2CCEH	Check to see if the READ/INPUT flag in register A indicates INPUT.
2CCFH - 2CD0H	Jump if the READ/INPUT flag in register A indicates INPUT.
2CD1H	Get the value of the current BASIC program pointer from the stack and put it in register pair DE.
2CD2H	Load register pair HL with the value of the current BASIC program pointer in register pair DE.
2CD3H	Save the USING string's VARPTR in register pair HL on the stack.

2CD4H	Zero register A.
2CD5H - 2CD7H	Save the value in register A as the READ/INPUT flag.
2CD8H	Check to see if the value in register pair DE is equal to zero.
2CD9H	Save the value in register pair AF on the stack.
2CDAH	Save the value in register pair DE on the stack.
2CDBH	Load register B with the USING string's length at the location of the USING string's VARPTR in register pair HL.
2CDCH	Check to see if the USING string's length in register B is equal to zero.
2CDDH - 2CDFH	Go to the Level II BASIC error routine and display a FC ERROR message if the USING string's length in register B is equal to zero.
2CE0H	Bump the value of the USING string's VARPTR in register pair HL.
2CE1H	Load register C with the LSB of the USING string's address at the location of the USING string's VARPTR in register pair HL.
2CE2H	Bump the value of the USING string's VARPTR in register pair HL.
2CE3H	Load register H with the MSB of the USING string's address at the location of the USING string's VARPTR in register pair HL.
2CE4H	Load register L with the LSB of the USING string's address in register C.
2CE5H - 2CE6H	Jump.
2CE7H	Load register E with the USING string's length in register B.
2CE8H	Save the value of the current USING string pointer in register pair HL.
2CE9H - 2CEAH	Load register C with the number of %'s substring length.
2CEBH	Load register A with the character at the location of the USING string pointer in register pair HL.
2CECH	Bump the value of the USING string pointer in register pair HL.

2CEDH - 2CEEH Check to see if the character in register A is a %.
 2CEFH - 2CF1H Jump if the character in register A is a %.
 2CF2H - 2CF3H Check to see if the character in register A is a space.
 2CF4H - 2CF5H Jump if the character in register A isn't a space.
 2CF6H Bump the % substring length in register C.
 2CF7H - 2CF8H Decrement the USING string's length in register B.
 2CF9H Get the value of the USING string pointer from the stack and put it in register pair HL.
 2CFAH Load register B with the USING string's length.
 2CFBH - 2CFCH Load register A with a %.
 2CFDH - 2CFFH Go print a + if necessary.
 2D00H - 2D02H Go print the character in register A.
 2D03H Zero register A.
 2D04H Load register E with the value in register A.
 2D05H Load register D with the value in register A.
 2D06H - 2D08H Go print a + if necessary.
 2D09H Load register D with the value in register A.
 2D0AH Load register A with the character at the location of the USING string pointer in register pair HL.
 2D0BH Bump the value of the USING string pointer in register pair HL.
 2D0CH - 2D0DH Check to see if the character in register A is a !.
 2D0EH - 2D10H Jump if the character in register A is a !.
 2D11H - 2D12H Check to see if the character in register A is a #.
 2D13H - 2D14H Jump if the character in register A is a #.
 2D15H Decrement the value of the string's length in register B.
 2D16H - 2D18H Jump if this is the end of the USING string.
 2D19H - 2D1AH Check to see if the character in register A is a +.
 2D1BH - 2D1CH Set the leading + flag in register A.
 2D1DH - 2D1EH Jump if the character in register A was a +.

2D1FH	Decrement the value of the USING string pointer in register pair HL.
2D20H	Load register A with the character at the location of the USING string pointer in register pair HL.
2D21H	Bump the value of the USING string pointer in register pair HL.
2D22H - 2D23H	Check to see if the character in register A is a decimal point.
2D24H - 2D25H	Jump if the character in register A is a decimal point.
2D26H - 2D27H	Check to see if the character in register A is a %.
2D28H - 2D29H	Jump if the character in register A is a %.
2D2AH	Compare the character in register A with the character at the location of the USING string pointer in register pair HL.
2D2BH - 2D2CH	Jump if the character in register A isn't equal to the character at the location of the USING string pointer in register pair HL.
2D2DH - 2D2EH	Check to see if the character in register A is a \$.
2D2FH - 2D30H	Jump if the character in register A is a \$.
2D31H - 2D32H	Check to see if the character in register A is a *.
2D33H - 2D34H	Jump if the character in register A isn't a *.
2D35H	Load register A with the USING string's length in register B.
2D36H - 2D37H	Check to see if the USING string's length in register A is at least two.
2D38H	Bump the value of the USING string pointer in register pair HL.
2D39H - 2D3AH	Jump if the USING string's length in register A isn't at least two.
2D3BH	Load register A with the character at the location of the USING string pointer in register pair HL.
2D3CH - 2D3DH	Check to see if the character in register A is a \$.
2D3EH - 2D3FH	Set the ** edit flag in register A.
2D40H - 2D41H	Jump if the character in register A isn't a \$.
2D42H	Decrement the value of the USING string's length in register B.

2D43H	Bump the number of characters to the left of the decimal point in register E.
2D46H - 2D47H	Mask the value of the edit flag in register A for leading \$'s.
2D48H	Bump the value of the USING string pointer in register pair HL.
2D49H	Bump the number of characters to the left of the decimal point in register E.
2D4AH	Combine the value of the edit flag in register D with the value of the edit flag in register A.
2D4BH	Load register D with the value of the edit flag in register A.
2D4CH	Bump the number of characters to the left of the decimal point in register E.
2D4DH - 2D4EH	Zero the number of characters to the right of the decimal point in register C.
2D4FH	Decrement the value of the string's length in register B.
2D50H - 2D51H	Jump if this is the end of the string.
2D52H	Load register A with the character at the location of the USING string pointer in register pair HL.
2D53H	Bump the value of the USING string pointer in register pair HL.
2D54H - 2D55H	Check to see if the character in register A is a decimal point.
2D56H - 2D57H	Jump if the character in register A is a decimal point.
2D58H - 2D59H	Check to see if the character in register A is a #.
2D5AH - 2D5BH	Jump if the character in register A is a #.
2D5CH - 2D5DH	Check to see if the character in register A is a comma.
2D5EH - 2D5FH	Jump if the character in register A isn't a comma.
2D60H	Load register A with the value of the edit flag in register D.
2D61H - 2D62H	Mask the edit flag in register A for commas.
2D63H	Load register D with the value of the edit flag in register A.

2D64H - 2D65H	Jump.
2D66H	Load register A with the character at the location of the USING string pointer in register pair HL.
2D67H - 2D68H	Check to see if the character in register A is a #.
2D69H - 2D6AH	Load register A with a decimal point.
2D6BH - 2D6CH	Jump if the character in register A wasn't a #.
2D6DH - 2D6EH	Load register C with the number of characters to the right of the decimal point.
2D6FH	Bump the value of the USING string pointer in register pair HL.
2D70H	Bump the number of characters to the right of the decimal point in register C.
2D71H	Decrement the value of the string's length in register B.
2D72H - 2D73H	Jump if this is the end of the string.
2D74H	Load register A with the character at the location of the USING string pointer in register pair HL.
2D75H	Bump the value of the USING string pointer in register pair HL.
2D76H - 2D77H	Check to see if the character in register A is a #.
2D78H - 2D79H	Jump if the character in register A is a #.
2D7AH	Save the value of the edit flag and the count of the characters to the left of the decimal point in register pair DE on the stack.
2D7BH - 2D7DH	Load register pair DE with the return address.
2D7EH	Save the value of the return address in register pair DE on the stack.
2D7FH	Load register D with the MSB of the USING string pointer in register H.
2D80H	Load register E with the LSB of the USING string pointer in register L.
2D81H - 2D82H	Check to see if the character in register A is an up arrow.
2D83H	Return if the character in register A isn't an up arrow.
2D84H	Check to see if the character at the location of the

	USING string pointer in register pair HL is an up arrow.
2D85H	Return if the character at the location of the USING string pointer in register pair HL isn't an up arrow.
2D86H	Bump the value of the USING string pointer in register pair HL.
2D87H	Check to see if there is a third up arrow at the location of the USING string pointer in register pair HL.
2D88H	Return if the character at the location of the USING string pointer in register pair HL isn't an up arrow.
2D89H	Bump the value of the USING string pointer in register pair HL.
2D8AH	Check to see if the character at the location of the USING string pointer in register pair HL is a fourth up arrow.
2D8BH	Return if the character at the location of the USING string pointer in register pair HL isn't an up arrow.
2D8CH	Bump the value of the USING string pointer in register pair HL.
2D8DH	Load register A with the value of the USING string's length in register B.
2D8EH - 2D8FH	Check to see if this is the end of the USING string.
2D90H	Return if there isn't at least four characters left in the USING string.
2D91H	Clean up the stack.
2D92H	Get the edit flag and the count of the characters to the left of the decimal point from the stack and put it in register pair DE.
2D93H	Load register B with the USING string's length in register A.
2D94H	Set the exponential notation flag in register D.
2D95H	Bump the value of the USING string pointer in register pair HL.
2D97H	Load register pair HL with the value of the USING string pointer in register pair DE.
2D98H	Get the edit flag and the count of the characters to the left of the decimal point from the stack and put it in register pair DE.

2D99H	Load register A with the value of the edit flag in register D.
2D9AH	Decrement the value of the USING string pointer in register pair HL.
2D9BH	Bump the number of characters to the left of the decimal point in register E.
2D9CH - 2D9DH	Check to see if the sign flag is set in register A.
2D9EH - 2D9FH	Jump if the sign flag has already been processed.
2DA0H	Decrement the number of characters to the left of the decimal point in register E.
2DA1H	Load register A with the USING string's length in register B.
2DA2H	Check to see if this is the end of the string.
2DA3H - 2DA4H	Jump if this is the end of the string.
2DA5H	Load register A with the character at the location of the USING string pointer in register pair HL.
2DA6H - 2DA7H	Check to see if the character in register A is a -.
2DA8H - 2DA9H	Jump if the character in register A is a -.
2DAAH - 2DABH	Check to see if the character in register A is a +.
2DACH - 2DADH	Jump if the character in register A isn't a +.
2DAEH - 2DAFH	Set the edit flag for a + character.
2DB0H - 2DB1H	Set the edit flag for a - character.
2DB2H	Combine the value of the edit flag in register D with the value of the edit flag in register A.
2DB3H	Load register D with the value of the edit flag in register A.
2DB4H	Decrement the value of the USING string's length in register B.
2DB5H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2DB6H	Load register A with the character at the location of the current BASIC program pointer in register pair HL.
2DB7H - 2DB8H	Jump if this is the end of the BASIC statement.
2DB9H	Save the count of the characters to the right of the

decimal point and the USING string's length in register pair BC on the stack.

- 2DBAH Save the edit flag and the number of characters to the left of the decimal point in register pair DE on the stack.
- 2DBBH - 2DBDH Go evaluate the expression at the location of the current BASIC program pointer and return with the result in REG1.
- 2DBEH Get the edit flag and the number of characters to the left of the decimal point from the stack and put it in register pair DE.
- 2DBFH Get the number of characters to the right of the decimal point and the USING string's length from the stack and put it in register pair BC.
- 2DC0H Save the number of characters to the right of the decimal point and the USING string's length in register pair BC on the stack.
- 2DC1H Save the value of the current BASIC program pointer in register pair HL on the stack.
- 2DC2H Load register B with the number of characters to the left of the decimal point in register E.
- 2DC3H Load register A with the number of characters to the left of the decimal point in register B.
- 2DC4H Add the number of characters to the right of the decimal point in register C to the number of characters to the left of the decimal point in register A.
- 2DC5H - 2DC6H Check to see if the total number of characters in register A is greater than 24.
- 2DC7H - 2DC9H Go to the Level II BASIC error routine and display a FC ERROR message if the total number of characters in register A is greater than 24.
- 2DCAH Load register A with the value of the edit flag in register D.
- 2DCBH - 2DCH Set the edit flag in register A.
- 2DCDH - 2DCFH Go convert the result in REG1 to an ASCII string.
- 2DD0H - 2DD2H Go display the ASCII string.
- 2DD3H Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
- 2DD4H Decrement the value of the current BASIC program pointer in register pair HL.

2DD5H	Go bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2DD6H	Set the Carry flag.
2DD7H - 2DD8H	Jump if the character at the location of the current BASIC program pointer in register A is an end of the BASIC statement character.
2DD9H - 2DDBH	Save the character at the location of the current BASIC program pointer in register A.
2DDCH - 2DDDH	Check to see if the character at the location of the current BASIC program pointer in register A is a semicolon.
2DDEH - 2DDFH	Jump if the character at the location of the current BASIC program pointer in register A is a semicolon.
2DE0H - 2DE1H	Check to see if the character at the location of the current BASIC program pointer in register A is a comma.
2DE2H - 2DE4H	Go to the Level II BASIC error routine and display an SN ERROR message if the character at the location of the current BASIC program pointer in register A isn't a comma.
2DE5H	Bump the value of the current BASIC program pointer in register pair HL till it points to the next character.
2DE6H	Get the USING string's length from the stack and put it in register B.
2DE7H	Load register pair DE with the value of the current BASIC program pointer in register pair HL.
2DE8H	Get the USING string's VARPTR from the stack and put it in register pair HL.
2DE9H	Save the USING string's VARPTR in register pair HL on the stack.
2DEAH	Save the character at the location of the current BASIC program pointer in register A on the stack.
2DEBH	Save the value of the current BASIC program pointer in register pair DE on the stack.
2DECH	Load register A with the USING string's length at the location of the USING string's VARPTR in register pair HL.
2DEDH	Compare the USING string's length in register B with the USING string's length in register A.

2DEEH	Bump the value of the USING string's VARPTR in register pair HL.
2DEFH	Load register C with the LSB of the USING string's address at the location of the USING string's VARPTR in register pair HL.
2DF0H	Bump the value of the USING string's VARPTR in register pair HL.
2DF1H	Load register H with the MSB of the USING string's address at the location of the USING string's VARPTR in register pair HL.
2DF2H	Load register L with the LSB of the USING string's address in register C.
2DF3H - 2DF4H	Zero register D.
2DF5H	Load register E with the USING string's offset in register A.
2DF6H	Add the USING string's offset in register pair DE to the USING string's address in register pair HL.
2DF7H	Load register A with the USING string's length in register B.
2DF8H	Check to see if this is the end of the USING string.
2DF9H - 2DFBH	Jump if this isn't the end of the USING string.
2DFCH - 2DFDH	Jump if this is the end of the USING string.
2DFEH - 2E00H	Go print a + if necessary.
2E01H - 2E03H	Go send the character in register A to the current output device.
2E04H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2E05H	Get the character at the location of the current BASIC program pointer from the stack and put it in register A.
2E06H - 2E08H	Jump if this isn't the end of the BASIC statement.
2E09H - 2E0BH	Go send a carriage return to the current output device if necessary.
2E0CH	Exchange the value of the current BASIC program pointer in register pair HL with the value of the USING string's VARPTR on the stack.
2E0DH - 2E0FH	Go get the USING string's address in register pair DE.

2E10H	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2E11H - 2E13H	Return.
2E14H - 2E15H	Load register C with the number of characters to be printed.
2E17H	Clean up the stack.
2E18H	Decrement the value of the string's length in register B.
2E19H - 2E1BH	Go print a + if necessary.
2E1CH	Get the value of the current BASIC program pointer from the stack and put it in register pair HL.
2E1DH	Get the character at the location of the current BASIC program pointer from the stack and put it in register A.
2E1EH - 2E1FH	Jump if the character at the location of the current BASIC program pointer in register A is an end of the BASIC statement character.
2E20H	Save the USING string's length and the number of characters to be printed in register pair BC on the stack.
2E21H - 2E23H	Go evaluate the expression at the location of the current BASIC program pointer in register pair HL and return with the result in REG1.
2E24H - 2E26H	Go make sure the current result in REG1 is a string.
2E27H	Get the USING string's length and the number of characters to be printed from the stack and put it in register pair BC.
2E28H	Save the USING string's length and the number of characters to be printed in register pair BC on the stack.
2E29H	Save the value of the current BASIC program pointer in register pair HL on the stack.
2E2AH - 2E2CH	Load register pair HL with the string's VARPTR in REG1.
2E2DH	Load register B with the number of characters to be printed in register C.
2E2EH - 2E2FH	Zero register C.
2E30H	Save the length of the string to be printed in register B on the stack.

2E31H - 2E33H Go evaluate the string to be printed.

2E34H - 2E36H Go send the string to the current output device.

2E37H - 2E39H Load register pair HL with the string's VARPTR in REG1.

2E3AH Get the length of the string to be printed from the stack and put it in register A.

2E3BH Subtract the string's length at the location of the string's VARPTR in register pair HL from the length of the string to be printed in register A.

2E3CH Load register B with the number of spaces to be printed in register A.

2E3DH - 2E3EH Load register A with a space.

2E3FH Bump the number of spaces in register B.

2E40H Decrement the number of spaces in register B.

2E41H - 2E43H Jump if all of the spaces have been printed.

2E44H - 2E46H Go send a space to the current output device.

2E47H - 2E48H Jump.

2E49H Save the value in register A on the stack.

2E4AH Load register A with the value in register D.

2E4BH Check to see if register A is equal to zero.

2E4CH - 2E4DH Load register A with a +.

2E4EH - 2E50H Go send a + to the current output device if register D is equal to zero.

2E51H Get the value from the stack and put it in register A.

2E52H Return.

2E53H - 2FFAH **LEVEL II BASIC EDIT ROUTINE**

2E53H - 2E55H Reset the error flag.

2E56H - 2E58H Load register pair HL with the error line number.

2E59H Load register A with the MSB of the error line number in register H.

2E5AH Combine the LSB of the error line number in register L with the MSB of the error line number in register A.

2E5BH	Bump the combined value of the error line number in register A.
2E5CH	Load register pair DE with the error line number in register pair HL.
2E5DH	Return if Level II BASIC is in the command mode.
2E5EH - 2E5FH	Jump.
2E60H - 2E62H	Go evaluate the line number at the location of the current BASIC program pointer in register pair HL and return with it in register pair DE.
2E63H	Return if there wasn't a line number.
2E64H	Clean up the stack.
2E65H	Load register pair HL with the line number to be edited in register pair DE.
2E66H - 2E68H	Save the value of the line number to be edited in register pair HL.
2E69H	Load register pair DE with the line number to be edited in register pair HL.
2E6AH - 2E6CH	Go find the address of the BASIC line number in register pair DE and return with it in register pair BC.
2E6DH - 2E6FH	Go to the Level II BASIC error routine and display an UL ERROR message if the BASIC line number doesn't exist.
2E70H	Load register H with the MSB of the memory pointer in register B.
2E71H	Load register L with the LSB of the memory pointer in register C.
2E72H	Bump the value of the memory pointer in register pair HL.
2E73H	Bump the value of the memory pointer in register pair HL.
2E74H	Load register C with the LSB of the BASIC line number at the location of the memory pointer in register pair HL.
2E75H	Bump the value of the memory pointer in register pair HL.
2E76H	Load register B with the MSB of the BASIC line number at the location of the memory pointer in register pair HL.

2E77H	Bump the value of the memory pointer in register pair HL.
2E78H	Save the value of the BASIC line number in register pair BC on the stack.
2E79H - 2E7BH	Go move the BASIC line into the input buffer and expand it.
2E7CH	Get the value of the BASIC line number from the stack and put it in register pair HL.
2E7DH	Save the value of the BASIC line number in register pair HL on the stack.
2E7EH - 2E80H	Go convert the BASIC line number in register pair HL to an ASCII string and display it on the video display.
2E81H - 2E82H	Load register A with a space.
2E83H - 2E85H	Go display the space in register A.
2E86H - 2E88H	Load register pair HL with the starting address of the input buffer.
2E89H - 2E8AH	Load register A with the turn on the cursor character.
2E8BH - 2E8DH	Go turn on the cursor.
2E8EH	Save the value of the input buffer pointer in register pair HL on the stack.
2E8FH - 2E90H	Load register C with the number of characters examined so far.
2E91H	Bump the number of characters examined so far in register C.
2E92H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2E93H	Check to see if the character in register A is an end of the BASIC line character.
2E94H	Bump the value of the input buffer pointer in register pair HL.
2E95H - 2E96H	Loop till the end of the BASIC line has been found.
2E97H	Get the value of the input buffer pointer from the stack and put it in register pair HL.
2E98H	Zero register B.
2E99H - 2E9AH	Zero register D.

2E9BH - 2E9DH	Go scan the keyboard.
2D9EH - 2E9FH	Adjust the value in register A for a numeric character.
2EA0H - 2EA1H	Jump if the character in register A is alphabetic.
2EA2H - 2EA3H	Check to see if the character in register A is numeric.
2EA4H - 2EA5H	Jump if the character in register A isn't numeric.
2EA6H	Load register E with the binary value of the character in register A.
2EA7H	Load register A with the value in register D.
2EA8H	Multiply the value in register A by two.
2EA9H	Multiply the value in register A by two.
2EAAH	Add the value in register D to the value in register A.
2EABH	Multiply the value in register A by two.
2EACH	Add the value in register E to the value in register A.
2EADH	Load register D with the value in register A.
2EAEH - 2EAFH	Loop till a nonnumeric character is pressed.
2EB0H	Save the value of the input buffer pointer in register pair HL on the stack.
2EB1H - 2EB3H	Load register pair HL with the return address.
2EB4H	Exchange the value of the return address in register pair HL with the value of the input buffer pointer on the stack.
2EB5H	Decrement the numeric value in register D.
2EB6H	Bump the numeric value in register D.
2EB7H - 2EB9H	Jump if the numeric value in register D isn't equal to zero.
2EBAH	Load register D with a one.
2EBBH - 2EBCH	Check to see if the character in register A is a backspace character.
2EBDH - 2EBFH	Jump if the character in register A is a backspace character.
2EC0H - 2EC1H	Check to see if the character in register A is a carriage return.

2EC2H - 2EC4H Jump if the character in register A is a carriage return.
 2EC5H - 2EC6H Check to see if the character in register A is a space.
 2EC7H - 2EC8H Jump if the character in register A is a space.
 2EC9H - 2ECAH Check to see if the character in register A is lowercase.
 2ECBH - 2ECCH Jump if the character in register A isn't lowercase.
 2ECDH - 2ECEH Convert the lowercase character in register A to uppercase.
 2ECFH - 2ED0H Check to see if the character in register A is a Q.
 2ED1H - 2ED3H Jump if the character in register A is a Q.
 2ED4H - 2ED5H Check to see if the character in register A is an L.
 2ED6H - 2ED7H Jump if the character in register A is an L.
 2ED9H - 2EDAH Check to see if the character in register A is an S.
 2EDBH - 2EDCH Jump if the character in register A is an S.
 2EDDH - 2EDEH Check to see if the character in register A is an I.
 2EDFH - 2EE1H Jump if the character in register A is an I.
 2EE2H - 2EE3H Check to see if the character in register A is a D.
 2EE4H - 2EE6H Jump if the character in register A is a D.
 2EE7H - 2EE8H Check to see if the character in register A is a C.
 2EE9H - 2EEBH Jump if the character in register A is a C.
 2EECH - 2EEDH Check to see if the character in register A is an E.
 2EEH - 2EF0H Jump if the character in register A is an E.
 2EF1H - 2EF2H Check to see if the character in register A is an X.
 2EF3H - 2EF5H Jump if the character in register A is an X.
 2EF6H - 2EF7H Check to see if the character in register A is a K.
 2EF8H - 2EF9H Jump if the character in register A is a K.
 2EFAH - 2EFBH Check to see if the character in register A is an H.
 2EFCH - 2EFEH Jump if the character in register A is an H.
 2EFFH - 2F00H Check to see if the character in register A is an A.

2F01H	Return if the character in register A isn't an A.
2F02H	Clean up the stack.
2F03H	Get the BASIC line number from the stack and put it in register pair DE.
2F04H - 2F06H	Go print a carriage return on the video display if necessary.
2F07H - 2F09H	Jump.
2F0AH	Load register A with the character at the location of the input buffer pointer in register pair HL.
2F0BH	Check to see if the character in register A is an end of the BASIC line character.
2F0CH	Return if the character in register A is an end of the BASIC line character.
2F0DH	Bump the character position in register B.
2F0EH - 2F10H	Go display the character in register A.
2F11H	Bump the value of the input buffer pointer in register pair HL.
2F12H	Decrement the number of times to perform the operation in register D.
2F13H - 2F14H	Loop until done.
2F15H	Return.
2F16H	Save the value of the input buffer pointer in register pair HL on the stack.
2F17H - 2F19H	Load register pair HL with the return address.
2F1AH	Exchange the value of the return address in register pair HL with the value of the input buffer pointer on the stack.
2F1BH	Set the KILL/SEARCH flag for KILL.
2F1CH	Save the KILL/SEARCH flag on the stack.
2F1DH - 2F1FH	Go scan the keyboard for the character to locate.
2F20H	Load register E with the character to locate in register A.
2F21H	Get the KILL/SEARCH flag from the stack.
2F22H	Save the KILL/SEARCH flag on the stack.

2F23H - 2F25H	If KILL then go print a !.
2F26H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2F27H	Check to see if the character in register A is an end of the BASIC line character.
2F28H - 2F2AH	Jump if the character in register A is an end of the BASIC line character.
2F2BH - 2F2DH	Go display the character in register A.
2F2EH	Get the KILL/SEARCH flag from the stack.
2F2FH	Save the KILL/SEARCH flag on the stack.
2F30H - 2F32H	Go delete the character from the input buffer if KILL.
2F33H - 2F34H	Jump if KILL.
2F35H	Bump the value of the current input buffer pointer in register pair HL.
2F36H	Bump the value of the character position counter in register B.
2F37H	Load register A with the character at the location of the current input buffer pointer in register pair HL.
2F38H	Check to see if the character in register A is the same as the character to be located in register E.
2F39H - 2F3AH	Loop till the character to be located is found.
2F3BH	Decrement the number of times to perform the operation in register D.
2F3CH - 2F3DH	Loop until done.
2F3EH	Get the KILL/SEARCH flag from the stack.
2F3FH	Return.
2F40H - 2F42H	Go display the line being edited.
2F43H - 2F45H	Go display a carriage return if necessary.
2F46H	Get the BASIC line number from the stack and put it in register pair BC.
2F47H - 2F49H	Jump.
2F4AH	Load register A with the character at the location of the input buffer pointer in register pair HL.

2F4BH	Check to see if the character in register A is an end of the BASIC line character.
2F5CH	Return if the character in register A is an end of the BASIC line character.
2F4DH - 2F4EH	Load register A with an !.
2F4FH - 2F51H	Go display the ! in register A.
2F52H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2F53H	Check to see if the character in register A is an end of the BASIC line character.
2F54H - 2F55H	Jump if the character in register A is an end of the BASIC line character.
2F56H - 2F58H	Go display the character in register A.
2F59H - 2F5BH	Go delete the character from the input buffer.
2F5CH	Decrement the number of times to perform the operation in register D.
2F5DH - 2F5EH	Loop until done.
2F5FH - 2F60H	Load register A with an !.
2F61H - 2F63H	Go display the ! in register A.
2F64H	Return.
2F65H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2F66H	Check to see if the character in register A is an end of the BASIC line character.
2F67H	Return if the character in register A is an end of the BASIC line character.
2F68H - 2F6AH	Go get the character to put in the input buffer from the keyboard.
2F6BH	Save the character in register A at the location of the input buffer pointer in register pair HL.
2F6CH - 2F6EH	Go display the character in register A.
2F6FH	Bump the value of the input buffer pointer in register pair HL.
2F70H	Bump the character position in register B.

2F71H	Decrement the number of times to perform the operation in register D.
2F72H - 2F73H	Loop until done.
2F74H	Return.
2F75H - 2F76H	Zero the location of the input buffer pointer in register pair HL.
2F77H	Load register C with the character position in register B.
2F78H - 2F79H	Load register D with the number of times to perform the operation.
2F7AH - 2F7CH	Go display the register BASIC line if necessary.
2F7DH - 2F7FH	Go get the character to be inserted from the keyboard.
2F80H	Check to see if a key was pressed.
2F81H - 2F83H	Loop until a key is pressed.
2F84H - 2F85H	Check to see if the character in register A is a backspace character.
2F86H - 2F87H	Jump if the character in register A is a backspace character.
2F88H - 2F89H	Check to see if the character in register A is a carriage return.
2F8AH - 2F8CH	Jump if the character in register A is a carriage return.
2F8DH - 2F8EH	Check to see if the character in register A is a shift up arrow.
2F8FH	Return if the character in register A is shift up arrow.
2F90H - 2F91H	Jump.
2F92H - 2F93H	Load register A with a backspace the cursor character.
2F94H	Decrement the character position in register B.
2F95H	Bump the character position in register B.
2F96H - 2F97H	Jump if this is the first character of the BASIC line.
2F98H - 2F9AH	Go backspace the cursor on the video display.

2F9BH	Decrement the value of the input buffer pointer in register pair HL.
2F9CH	Decrement the character position in register B.
2F9DH - 2F9FH	Load register pair DE with the return address.
2FA0H	Save the value of the return address in register pair DE on the stack.
2FA1H	Save the value of the input buffer pointer in register pair HL on the stack.
2FA2H	Decrement the character position in register C.
2FA3H	Load register A with the character at the location of the input buffer pointer in register pair HL.
2FA4H	Check to see if the character in register A is an end of the BASIC line character.
2FA5H	Set the Carry flag.
2FA6H - 2FA8H	Jump if the character in register A is an end of the BASIC line character.
2FA9H	Bump the value of the input buffer pointer in register pair HL.
2FAAH	Load register A with the character at the location of the input buffer pointer in register pair HL.
2FABH	Decrement the value of the input buffer pointer in register pair HL.
2FACH	Save the character in register A at the location of the current input buffer pointer in register pair HL.
2FADH	Bump the value of the input buffer pointer in register pair HL.
2FAEH - 2FAFH	Loop until the line has been moved down.
2FB0H	Save the character to be inserted in register A on the stack.
2FB1H	Load register A with the number of characters in the input buffer in register C.
2FB2H - 2FB3H	Check for the maximum BASIC line length.
2FB4H - 2FB5H	Jump if the maximum BASIC line length hasn't been reached.

2FB6H	Get the character to be inserted from the stack and put it in register A.
2FB7H - 2FB8H	Jump.
2FB9H	Subtract the character position in register B from the number of characters in the input buffer in register A.
2FBAH	Bump the number of characters in the input buffer in register C.
2FBBH	Bump the character position in register B.
2FBCH	Save the character position and the number of characters in the input buffer in register pair BC on the stack.
2FBDH	Load register pair DE with the input buffer pointer in register pair HL.
2FBEH	Load register L with the character count in register A.
2FBFH - 2FC0H	Zero register H.
2FC1H	Add the value of the input buffer pointer in register pair DE to the character count in register pair HL.
2FC2H	Load register B with the MSB of the end of the BASIC line pointer in register H.
2FC3H	Load register C with the LSB of the end of the BASIC line pointer in register L.
2FC4H	Bump the value of the end of the BASIC line pointer in register pair HL.
2FC5H - 2FC7H	Go move the BASIC line up one character.
2FC8H	Get the character position and the number of characters in the input buffer from the stack and put it in register pair BC.
2FC9H	Get the character to be inserted from the stack and put it in register A.
2FCAH	Save the character in register A at the location of the current input buffer pointer in register pair HL.
2FCBH - 2FCDH	Go display the character in register A.
2FCEH	Bump the value of the input buffer pointer in register pair HL.
2FCFH - 2FD1H	Jump.

2FD2H	Load register A with the number of times to backspace in register B.
2FD3H	Check to see if this is the start of the BASIC line.
2FD4H	Return if this is the start of the BASIC line.
2FD5H	Decrement the character position in register B.
2FD6H	Decrement the value of the input buffer pointer in register pair HL.
2FD7H - 2FD8H	Load register A with a backspace the cursor character.
2FD9H - 2FDBH	Go backspace the cursor on the video display.
2FDCH	Decrement the number of times to perform the operation in register D.
2FDDH - 2FDEH	Loop until done.
2FDFH	Return.
2FE0H - 2FE2H	Go display the rest of the BASIC line.
2FE3H - 2FE5H	Go display a carriage return if necessary.
2FE6H	Clean up the stack.
2FE7H	Get the BASIC line number from the stack and put it in register pair DE.
2FE8H	Load register A with the MSB of the BASIC line number in register D.
2FE9H	Combine the LSB of the BASIC line number in register E with the MSB of the BASIC line number in register A.
2FEAH	Bump the combined BASIC line number in register A.
2FEBH - 2FEDH	Load register pair HL with the starting address of the input buffer.
2FEEH	Decrement the value of the input buffer pointer in register pair HL.
2FEFH	Return if this is the Level II BASIC command mode.
2FF0H	Set the Carry flag.
2FF1H	Bump the value of the input buffer pointer in register pair HL.

2FF2H	Save the command mode flag in register pair AF on the stack.																																																																								
2FF3H - 2FF5H	Jump to the Level II BASIC READY routine.																																																																								
2FF6H	Clean up the stack.																																																																								
2FF7H	Get the BASIC line number from the stack and put it in register pair DE.																																																																								
2FF8H - 2FFAH	Jump to the Level II BASIC READY routine.																																																																								
2FFBH - 2FFFH	THE END OF THE LEVEL II BASIC ROMS																																																																								
2FFBH - 2FFFH	Nothing here.																																																																								
3000H - 37DDH	THIS SPACE IS RESERVED. HOWEVER, THE EXATRON STRINGY FLOPPY ROMS RESIDE HERE AND THERE ARE CURRENTLY A FEW ROM ADD ON DEVICES WHICH USE THIS AREA OF MEMORY.																																																																								
37DEH - 37ECH	MEMORY MAPPED INPUT/OUTPUT LOCATIONS																																																																								
37DEH	DOS communication status address.																																																																								
37DFH	DOS communication data address.																																																																								
37E0H	Interrupt latch address.																																																																								
37E1H	Disk drive select latch address.																																																																								
37E4H	Cassette drive select latch address.																																																																								
37E8H	Line printer port address.																																																																								
37ECH	Floppy disk controller address.																																																																								
3800H - 3BFFH	KEYBOARD MEMORY																																																																								
	The following bits will be set for each key that is pressed:																																																																								
	<table><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr><tr><td>@</td><td>A</td><td>B</td><td>C</td><td>D</td><td>E</td><td>F</td><td>G</td></tr><tr><td>H</td><td>I</td><td>J</td><td>K</td><td>L</td><td>M</td><td>N</td><td>O</td></tr><tr><td>P</td><td>Q</td><td>R</td><td>S</td><td>T</td><td>U</td><td>V</td><td>W</td></tr><tr><td>X</td><td>Y</td><td>Z</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr><tr><td>8</td><td>9</td><td>:</td><td>;</td><td>,</td><td>-</td><td>.</td><td>/</td></tr><tr><td>CR</td><td>CL</td><td>BR</td><td>UA</td><td>DA</td><td>LA</td><td>RA</td><td>SP</td></tr><tr><td>SH</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>	0	1	2	3	4	5	6	7	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z						0	1	2	3	4	5	6	7	8	9	:	;	,	-	.	/	CR	CL	BR	UA	DA	LA	RA	SP	SH							
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3804H																																																																									
3808H																																																																									
3810H																																																																									
3820H																																																																									
3840H																																																																									
3880H																																																																									

Where

CR = CARRIAGE RETURN	UA = UP ARROW	RA = RIGHT ARROW
CL = CLEAR	DA = DOWN ARROW	SP = SPACE
BR = BREAK	LA = LEFT ARROW	SH = SHIFT

3C00H - 3FFFH VIDEO MEMORY

4000H - 4014H RST VECTORS

4000H - 4002H RST 0008H

4003H - 4005H RST 0010H

4006H - 4008H RST 0018H

4009H - 400BH RST 0020H

400CH - 400EH RST 0028H

400FH - 4011H RST 0030H

4012H - 4014H RST 0038H

4015H - 401CH KEYBOARD DEVICE CONTROL BLOCK

4015H Device type.

4016H - 4017H Driver address.

401BH - 401CH RAM buffer address.

401DH - 4024H VIDEO DEVICE CONTROL BLOCK

401DH Device type.

401EH - 401FH Driver address.

4020H - 4021H Cursor location.

4022H Cursor on/off flag.

4023H - 4024H RAM buffer address.

4025H - 402CH PRINTER DEVICE CONTROL BLOCK

4025H Device type.

4026H - 4027H Driver address.

4028H Lines per page.

4029H Lines printed so far.

402BH - 402CH RAM buffer address.

402DH - 4035H LEVEL II SYSTEM VARIABLES

402DH - 4035H Used by DOS.

4036H - 403CH Keyboard work area.

403DH - 4040H Used by DOS.

4041H	Seconds - Real Time Clock.
4042H	Minutes - Real Time Clock.
4043H	Hours - Real Time Clock.
4044H	Year - Real Time Clock.
4045H	Day - Real Time Clock.
4046H	Month - Real Time Clock.
4047H - 407FH	Used by DOS.
4080H - 408DH	Division support routine.
408EH - 408FH	Starting address for USR call.
4093H - 4095H	INP routine.
4096H - 4098H	OUT routine.
4099H	Last key pressed.
409AH	RESUME flag.
409BH	Printer carriage position.
409CH	Current output device flag: -1 - cassette, 0 - video, & 1 - printer.
409DH	Size of line on the video display.
409EH	Size of line on the printer.
40A0H - 40A1H	Start of string space pointer.
40A2H - 40A3H	Current BASIC line number.
40A4H - 40A5H	Start of BASIC program pointer.
40A6H	Current cursor line position.
40A7H - 40A8H	Input Buffer pointer.
40A9H	Cassette input flag.
40AAH - 40ADH	Random number seed.
40AEH	LOCATE/CREATE variable flag.
40AFH	Current number type flag.
40B0H	Temporary storage location.
40B1H - 40B2H	MEMORY SIZE? pointer.

40B3H - 40B4H Next available location in the temporary string work area pointer.
 40B5H - 40D2H Temporary string work area.
 40D3H - 40D5H Used for temporary string VARPTR's.
 40D6H - 40D7H Next available location in string space pointer.
 40D8H - 40D9H Temporary storage location.
 40DAH - 40DBH DATA line number.
 40DCH FOR flag.
 40DDH INPUT flag.
 40DEH READ flag.
 40DFH - 40E0H Used by DOS.
 40E1H AUTO flag.
 40E2H - 40E3H Current BASIC line number.
 40E4H - 40E5H AUTO increment.
 40E6H - 40E7H Temporary storage location.
 40E8H - 40E9H Stack pointer pointer.
 40EAH - 40EBH Line number with error.
 40ECH - 40EDH EDIT line number.
 40EEH - 40EFH Used by RESUME.
 40F0H - 40F1H Used by ONERROR.
 40F2H Error flag.
 40F3H - 40F4H Temporary storage location.
 40F5H - 40F6H Last line number executed.
 40F7H - 40F8H Last byte executed.
 40F9H - 40FAH Simple variables pointer.
 40FBH - 40FCH Array variables pointer.
 40FDH - 40FEH Free memory pointer.
 40FFH - 4100H READ pointer.
 4101H - 411AH Variable Declaration Table.

411BH	TRON/TROFF flag.
411CH	Used by floating point routines.
411DH - 4124H	REG1.
4125H - 4126H	Used by floating point routines.
4127H - 412EH	REG2.
4130H - 4149H	Internal print buffer.
414AH - 4151H	Used by floating pointer routines.
4152H - 41A3H	Disk Basic links.
41A6H - 41E4H	DOS links.
41E8H - 42E7H	Input Buffer area.
42E8H	Always zero.
42E9H	Start of user RAM.

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